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PRIMA'S OFFICIAL STRATEGY GUIDE

Christine Cain

The Misadventures of TRON BONNE™

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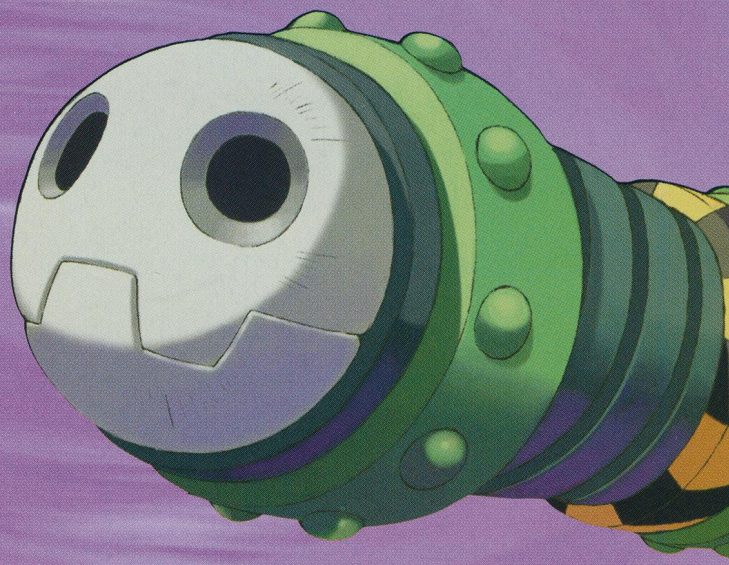

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3000 Lava Ridge Court
Roseville, CA 95661
(916) 787-7000
www.primagames.com

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Project Editor: Jill Hinckley
Product Managers: Michelle Medley and Jennifer Crotteau

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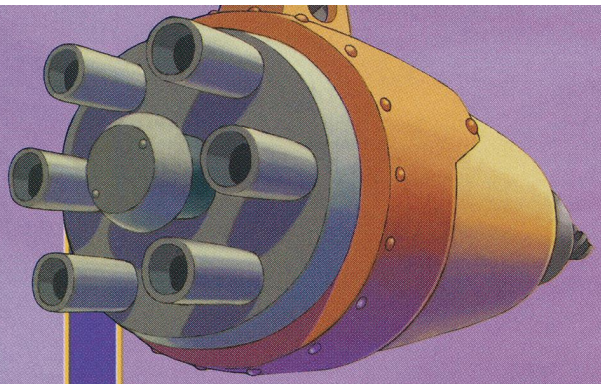

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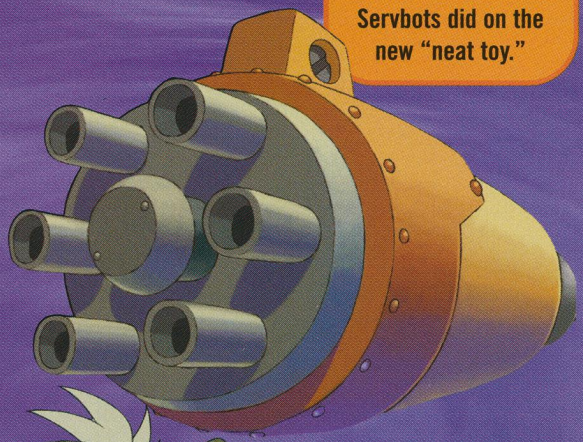
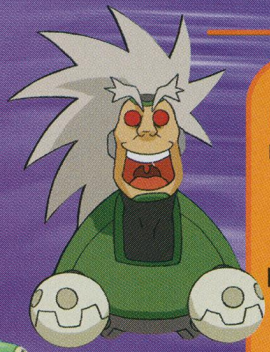
The Misadventures of
Tron Bonne

A Brand New Ship

All systems check! Everything onboard the new ship, dubbed *Gesellschaft*, is running perfectly. Teisel is very proud of the work Tron and the Servbots did on the new "neat toy."



Of course, because so much money went into building the ship, everyone's going to have to work just as hard to earn it all back!



That's why Teisel has concocted a brilliant new plan. He's going on a Mission with several of the Servbots. In the Nakkai Desert is a legendary treasure called Diana's Tear, rumored to be one of the biggest Refractors in the world.

Tron is astounded that Teisel was able to pinpoint the treasure's location, but Teisel isn't so happy about it. Apparently, it cost a pretty penny to buy the secret map from the old Junk Dealer.

Teisel is about to take off for the Nakkai Desert with Servbots in tow, while Tron protests that she's being left behind as usual.

Teisel reassures Tron that she's better off staying onboard the *Gesellschaft* because she's "done enough work already." Besides, she needs to take care of the ship. Tron wipes away a disappointed tear. When will Teisel ever let her be a part of the adventure?

Teisel rounds up the exploration party, complete with six Servbots and little brother Bon Bonne. Bon Bonne, never one to be caught without something to say, pipes up with a cheerful, "Babuu!" And with that, they're off, leaving Tron and the rest of the Servbots behind on the ship...

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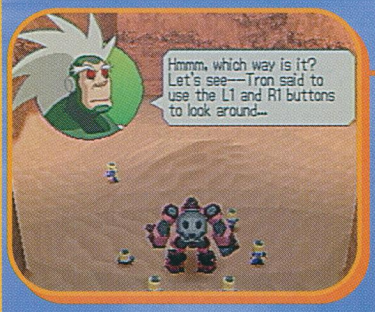
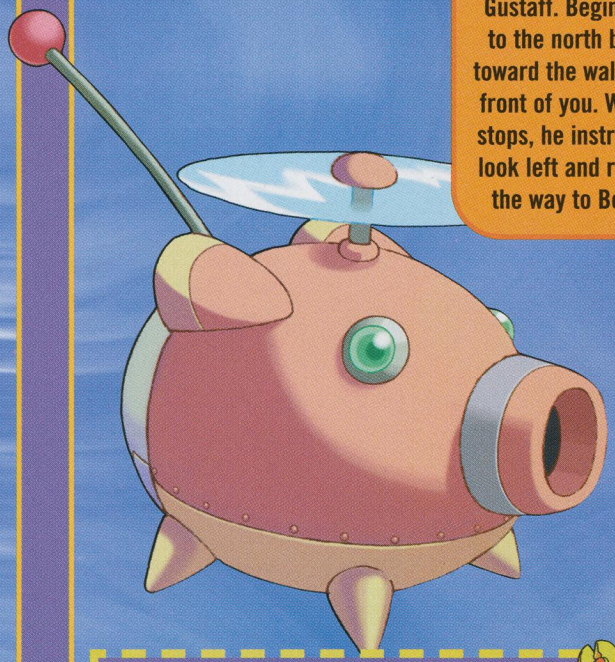
Into the Ruins

After only a few moments of running aimlessly around the Nakkai Desert ruins, Teisel complains that the map that he paid such a high price for must be total junk! Just when he's about to give up, Bon Bonne reports to Teisel that he's found a giant doorway. That's got to be the entrance to the ruins! Time to head north toward Bon Bonne.

Mission Start



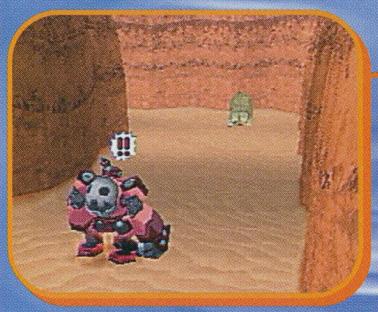
Because this is Teisel's first time driving, Tron (speaking by remote from Headquarters) provides instruction on how to operate the Gustaff. Begin your trek to the north by walking toward the wall directly in front of you. When Teisel stops, he instructs you to look left and right to find the way to Bon Bonne.



tip

Don't worry about stepping on the Servbots as they're amazingly resilient little guys. Even though they may get temporarily crunched like tiny accordions and complain a bit, they'll always return to normal.

Turn, Aim, Fire!



Once you find your way, jump up onto the ledge and turn the corner. Whoa! What's that? It's a Reaverbot—one of the robots that guard the old ruins! Looks like you'll have to fight your way through!

If you chose to use the Manual Aim controls, use L2 to lock onto the Reaverbot, then use ■ to fire. If you chose Auto-Aim, the game automatically locks onto the Reaverbot for you. Just press ■ to fire.

Note

When you began the game, if you chose the Default controls, use L1 to turn left and R1 to turn right. Use ← and → to slide to the left and right.

If you chose to use the Beginner controls, use ← and → to turn left and right. Then, practice sliding left and right by pressing L1 and R1.

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The Misadventures of
TRON BONNE

caution

Although Auto-Aim can be a very helpful option, it can also make controlling the Gustaff very difficult when multiple enemies are nearby. With Auto-Aim, the Gustaff automatically locks onto whichever enemy is closest. When three or more enemies approach you at once, the Gustaff's aim jumps back and forth between all of the enemies, making it very difficult to target them reliably. When this happens, it's easy to get swarmed. Run as far as you can, then turn and fire!

Servbots and Beacon Bombs

Jump up onto the next ledge and look at the wall straight ahead. Hey, there's a hole in the wall that the Servbots can fit into!

Note

To have the Servbots explore any hole in the wall, press and hold R2 to aim the Beacon Bomb. Use the D-pad to move the purple target over the hole in the wall, then (while still holding R2) press ■ to fire.

The Servbots are always happy to grab goodies for you. This hole contains six small purple Refractors worth some Zenny!

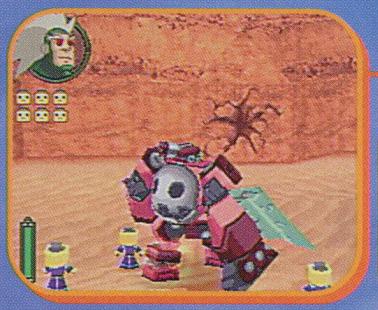
Note

Beacon Bombs focus the Servbots' attention on an item or place: if you target a person, the Servbots speak to him or her, and if you target an enemy, the Servbots attack it!

tip

Whenever possible, send the Servbots into the same area more than once. An area may contain more than six pieces of loot. Another reason to double-check is that one or more Servbots might get distracted or attacked by an enemy, which causes them to lose the command entirely. Shooting another Beacon Bomb into the area will either send the lost Servbot in the right direction or send another Servbot back in for a second trip.

Mastering Your Might



That crack in the wall sure looks like a potential place for the Servbots to explore. All you need is something to throw...

tip

You can run through and even stand in the middle of the sand pits. It's the same as standing on solid ground.

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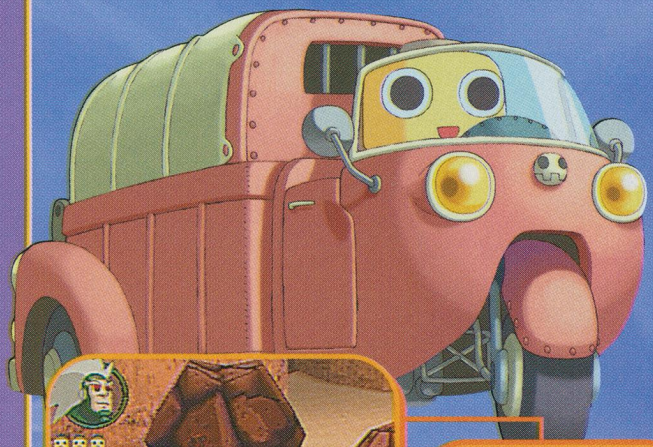
There's a huge chunk of debris right in front of the columns to the east. Pick it up by pressing L2.

Bring it over to the crack in the wall, face the crack, and press L2 to throw the chunk of debris. Then, send the Servbots into the new hole for some free loot!



Just beyond the columns are a few pesky boulders blocking the way. Use L2 again to pick them up and throw them. Then, with the path clear, forge ahead.

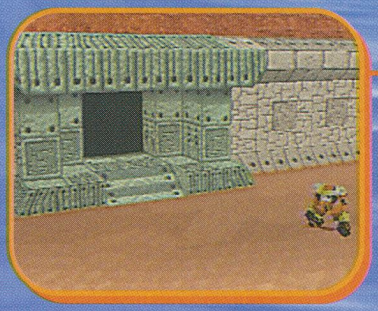
The Trouble with Reaverbots

Uh-oh! Two Reaverbots are ahead! Either pick up chunks of debris to toss at them or use the lock-on and fire technique.

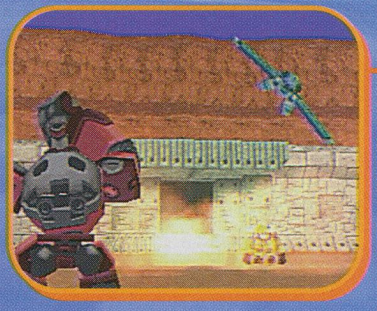
That boulder against the cracked wall is another opportunity for free Zenny. Pick the boulder up and toss it aside to reveal a hole. Then send in the Servbots to retrieve the Refractors!

Just around the corner is the biggest Reaverbot you've seen in these parts! Luckily, it can't walk up the small ledge toward you, so fire as fast as you can. It takes the Reaverbot about three or four seconds to charge its weapon, so if you're quick enough, it'll be toast before it can even attack.

Ruins Entrance



There's Bon Bonne and the entrance to the ruins!



Hey, what's that? Oh no! Whatever it was, it just blew poor Bon Bonne into several pieces!

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The Misadventures of
Tron Bonne

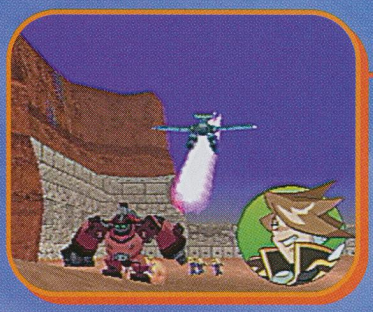
There's a guy in that robosuit! The scroundrel introduces himself as Glyde and adds that he works for Mr. Loathe. Suddenly, Teisel doesn't look so well. Apparently, Teisel borrowed a *lot* of money from Mr. Loath, and Glyde is here to collect it!

Since Teisel doesn't have the money, Glyde tells Teisel that he has to come to Mr. Loathe's. Teisel explains to Tron (who again speaks by remote communication) that he must go with Glyde for now but will be back soon. Then, in true Bonne fashion, he proves he's not going to go *anywhere* without a fight. Teisel raises the Gustaff's arm and begins to fire at Glyde!

The moment Glyde's robosuit transforms and he lands on the ground, run around him into the doorway of the ruins. Then, lock onto Glyde and don't stop firing until his health meter is completely red and his suit falls apart!

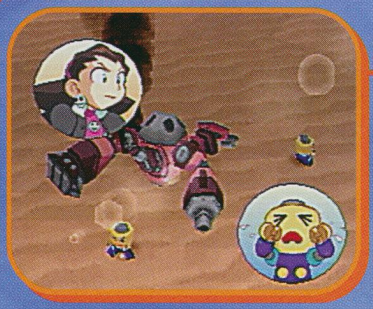
tip

It doesn't matter whether or not you win the fight because Glyde will always capture Teisel to bring him back to Mr. Loathe.



Before Teisel and the Servbots can react, Glyde powers up and fires the Ultimate Glyde Laser!

Meanwhile, back on the *Gesellschaft,* a Servbot reports to Tron that they've lost contact with Teisel and Bon Bonne. Tron, immediately worried, orders her Servbot crew to fly the *Drache* to the Gustaff's last known position.



It's obvious that things are not OK as the *Drache* hovers above the ruins. Teisel's loyal Servbots sit around the empty Gustaff, wiping away their frightened tears. It doesn't take long for them to fill Tron in on what happened. Glyde shot Bon Bonne to bits, and then took off with Teisel and the robot shards. There's no time to waste! They must return to the *Gesellschaft* to make a plan to pay Loathe back and save Teisel and Bon Bonne!

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Headquarters

Headquarters is the command center and the heart of the GESELLSCHAFT. You always see Servbots #1, #6, #11, #15, and #16 working busily to keep the vessel on course.

Missions

Every Mission you complete means more Zenny in your pocket and puts you another step closer to getting Teisel and Bon Bonne out of Loathe's greasy grasp. You have 16 Missions to complete. With the exception of Mission 4, once you've completed a Mission, you can't go back.

tip

Send the Servbots that have the lowest Attack and Speed ratings. The best Scout Servbot choices are those at the bottom of the list, such as those whose Skills are Design or Music.

Moving

Selecting the Move option lets you explore the different rooms onboard the *Gesellschaft*. When the game begins, you only have access to the Café, Meeting Room, Lab, Gym, and Storage. As you advance through the Missions, construction begins on other areas of the ship, giving you access to new rooms.

Saving

Headquarters is the only place in your adventure where you can save your game, so be sure to save both before you embark on any Mission and immediately after you return.

Pay Back (Loathe)

Once you've attained 2 Million Zenny, you are free to seek out Glyde and Lex Loathe himself. But before you do, be sure that your best Servbots' Attack, Speed, and Brains ratings are completely maxed out. Once you elect to Pay Back Loathe, you won't be returning to the *Gesellschaft*. And that means it is absolutely imperative that you save your game before you sail off to Loathe's!

Scouting

Before you start any Mission, it's a good idea to send at least three Servbots out to explore the island. These Scout Servbots are sure to return with one item each. These items are either necessary for your Servbots to realize their Skills, reduce the cost of developing parts for the Gustaff, or just plain worth money when you sell them.

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The Rooms of the GESELLSCHAFT

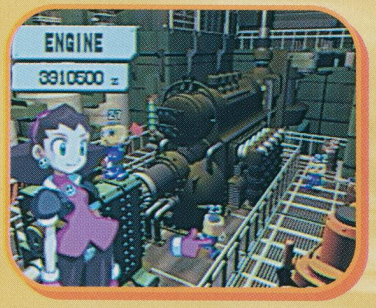
Café

The Café is a very relaxed place where Servbots go to grab a Curry or Spaghetti Lunch. You find Servbots #3, #5, #21, #26, and #39 in the Café.

Deck

Construction on the Deck is completed after you finish several Missions. Three Servbots swab the Deck and keep a lookout: #24, #25, and #29.

Engine Room



Construction on the Engine Room is completed after you finish many Missions. You'll find Servbot #27 flagging, and #22 and #23 making sure the ship is always in tip-top shape.

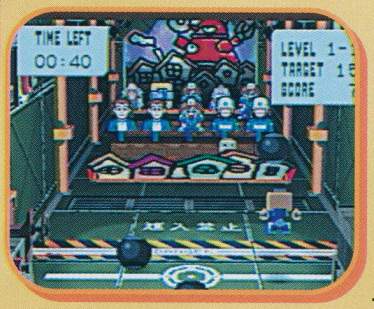
Gym

No one is ever left standing for long in the Gym. It's here that you'll find Servbots #9, #12, #13, and #38 bulking up. Servbot #38, Strict, makes sure that every Servbot under his watch is achieving their maximum Speed and Attack ratings. When you begin your adventure, Servbot #38 creates Training Course 1 to improve the Attack ratings of Servbots #1 through #8. Once that is completed, he creates Training Course 2 to improve their Speed ratings. Finally, when Servbots #1 through #8 are trained and several Missions completed, Servbots #9 through #40 are allowed to train in both courses.

tip

Because the Training Courses can only improve Attack and Speed, you need to either take your Servbots out on Missions or give them Brain Cubes to increase their Brains rating.

TRAINING COURSE 1



The object of Training Course 1 is to improve each Servbot's Attack rating by having them practice shooting Targets. Catch or pick up the Bombs that are tossed out to you, then throw them at the stand-up Targets straight ahead. You receive Points for every Target knocked down and must reach each Level's Goal Score within 60 seconds. To throw to the front row, simply line yourself up with the Target and throw the Bomb. To throw a Bomb into the back row, jump up (✕) and throw the Bomb while in the air.

You can also knock down every single Target in just a few seconds if you use the Bomb Bazooka. Shooting down the Bomb Bazooka Target gives you the Bomb Bazooka for approximately five seconds—shoot as many Bombs as you can until it disappears. Any Bomb shot from the Bomb Bazooka knocks down any Targets it passes through, first in the front and then the back row. If you can line yourself up between two sets of front and back row Targets, you can knock down four Targets at once with only one Bomb!

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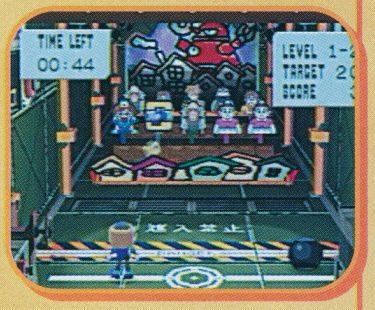
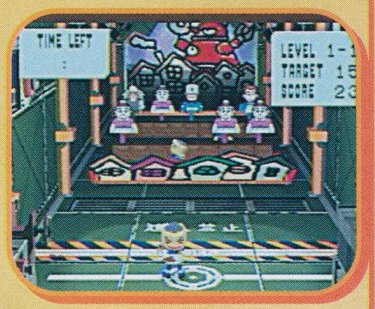
Average Targets are worth 1 Point each, but knocking over any Denise Marmalade, Glyde, or Lex Loathe Target is worth 2 Points apiece.

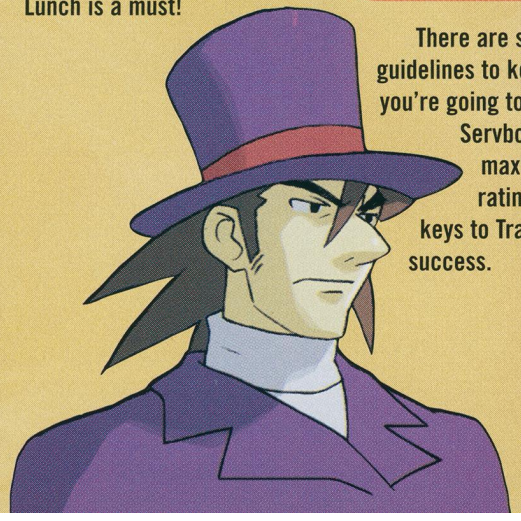


caution

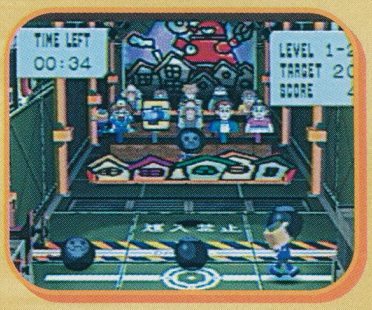
Catching a Bomb can be tricky. If you catch the Bomb a moment too early or a moment too late, it blows up and knocks you down for a few precious seconds.

In every round of Training Course 1, the Bomb-Throwing Servbot throws you one Curry Lunch. Pick it up and use ● to eat the Curry Lunch and temporarily stop the Countdown Timer. When you're trying to get 50 Points within 60 seconds, eating the Curry Lunch is a must!



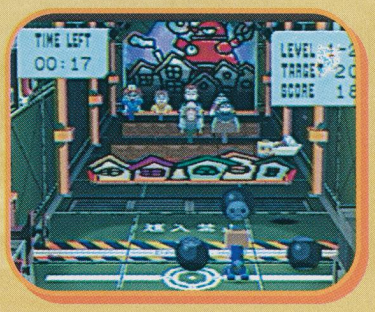


There are some important guidelines to keep in mind if you're going to get every Servbot to its maximum Attack rating. Here are keys to Training Course 1 success.

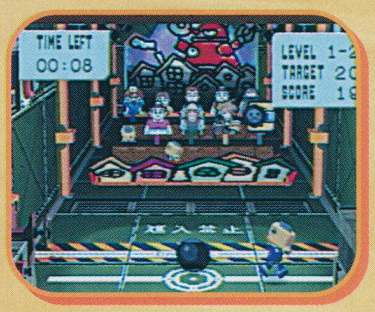


Don't waste Bombs! Catch as many as you can and leave the ones you miss so you can use them after catching the next Bomb. If you can avoid it, don't let a Bomb be thrown to a location where another Bomb is sitting, or both will be annihilated. And if you're standing in front of a Bomb on the floor while another is being thrown toward you, move out of the way quickly!

Always try to hit two Targets at the same time, and always aim for the 2-Point Targets first (Denise Marmalade, Glyde, and Loathe). Also, try to knock down Targets that are just ahead of the Target-setting Servbot as he travels in his clockwise path. Otherwise, you'll lose time waiting for him to set up more Targets.



Always save the Curry. If you've been waiting for it for a long time, chances are it'll be the next thing tossed your way. Also, if you leave the Curry in place and the Bomb-Throwing Servbot tosses a Bomb toward it, catch it quickly or the Curry will be blown to smithereens.



Don't wait for the Bomb Bazooka to appear in your hand before getting ready to use it. As soon as you throw a Bomb toward the Bomb Bazooka Target, get into position to fire immediately. The Bomb Bazooka's shots take out any Bombs being thrown at you, so you don't have to dodge—just run and fire.

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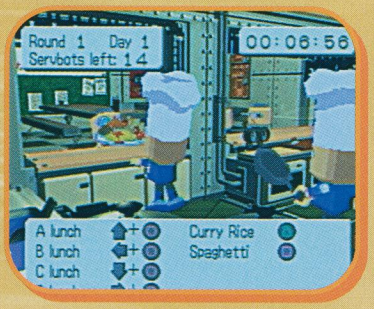
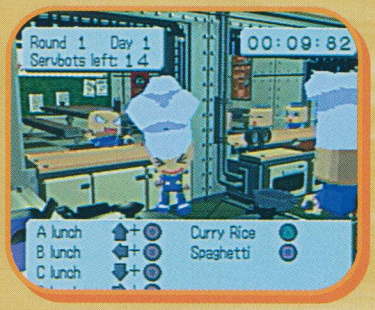
The Misadventures of
Tron Bonne

If you run in one direction and then try to run in the other direction too suddenly, your Servbot is likely to trip and fall, costing you precious time.

Training Course 2



Training Course 2 was devised by Strict to build up each Servbot's Speed, so get ready to react quickly for this exercise! Strict will take each Servbot, strap an apron on it, and employ it in the Café for three days in a row to help pass out Lunch. Servbots are busy little people, so mistakes in their Lunch Orders are not taken lightly. You have 36 seconds to serve every Servbot in the Café. You must meet the minimum Servbot Goal for each day to successfully complete all three days of Lunch Serving. Here are a few tips to keep those button-pressing fingers flying:

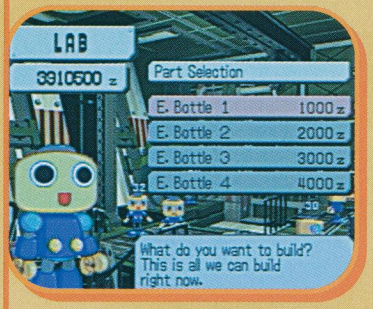


- Don't try to predict what each Servbot is going to say next. Pressing the wrong buttons can cost you valuable moments as your embarrassed Servbot hangs his head in shame.
- When you hear the word "lunch" in the order, hit ● first and, a moment later, press the D-pad in the appropriate direction. This way, you get about half a second to remember which direction to press the D-pad. This technique may save you later on when Curry Rice or Spaghetti are called; if it's not a lunch, you can automatically remove ● from your list of mental options.

Lab

The Lab is filled with scientist Servbots in a flurry of perpetual inventing activity. Here you can find Servbots #2, #30, #31, #32, #33, and #34, and you can have them develop upgrades and cool new weapons for the Gustaff.

Development

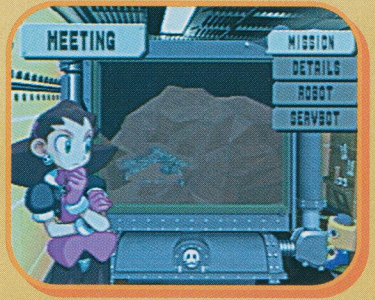


Once your Lab Servbots have each attained their Skills and know how to build upgrades for the Gustaff, all you need is money. Upgrade the Gustaff every chance you get, although it's a good idea to wait until you have more than 100,000 Zenny for the first few upgrades.

Meeting Room

The Meeting Room is where you'll go to seek out your Strategy expert, #37, and his companions, #7, #8, #10, and #35.

Missions



Once you've gone to Headquarters to select "Mission" and you've chosen a Mission to go on, you automatically go to the Meeting Room.

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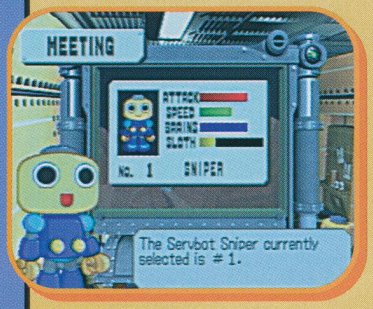
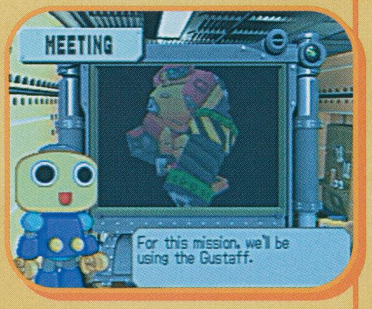
Servbot



This option allows you to select which Servbot(s) will accompany you on the Mission, and which will be your Servbot in charge.

Robot



Choosing Robot shows you which Robot will be used for this Mission, what its capabilities are, and which weapons you would like to attach. Make sure you attach the correct weapons before going out on each Mission. For example, going on Mission 4 without the Bonne Bazooka means you won't be able to blast through any of the broken walls, and therefore won't get very far.

Details

Select Details to find out the specifics of where you're going and what you'll be doing on this Mission.

Mission

Select Mission when you're ready to head out!

Painting the Gustaff

Once #35 realizes he is a Painter, you can change the color schemes on the Gustaff to a variety of different themes. Go to the Meeting Room and talk to #35 for your Gustaff-painting options.

Storage Room

Whenever you have items to identify or sell, bring them to the Storage Room! Servbots #4, #14, and #19 will be there to help you with any items you have.

Appraisals and Selling Items

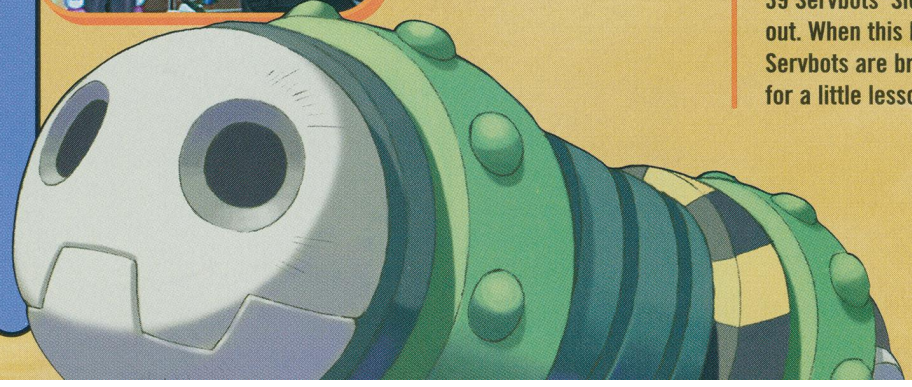
If have any questions about any items, bring them to the Storage Room for Appraisal. Your Servbots can tell you whether the item should be given to a Servbot, kept to reduce cost on Development, or sold for money.

Teisel's Room

Once you've worked your way through several Missions, construction on Teisel's Room is completed. This is where you'll find busy Servbot #28. He makes sure Teisel's Room is clean and spends his time vacuuming and tidying up for Teisel's return.

Torture Room

Complete several Missions to pass the time until this room is finished. Servbot #20 paces back and forth, just waiting for one of the other 39 Servbots' Sloth ratings to max out. When this happens, the lazy Servbots are brought to this room for a little lesson in work ethics!



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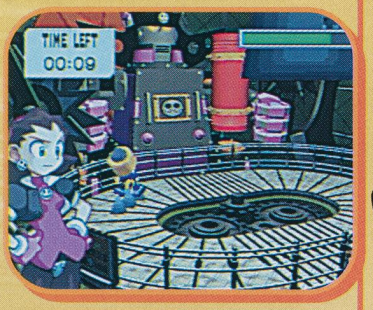
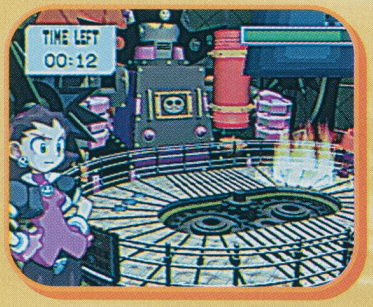
PUNISH

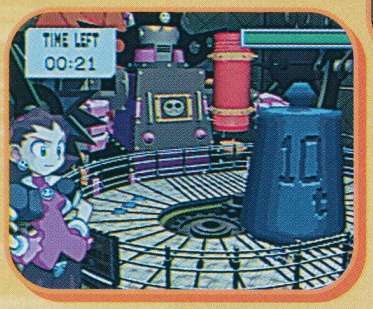
Anytime a Servbot's Sloth rating reaches 4, prepare to send him through the Punishment Course. This has to be done to keep your Servbots on the ball.



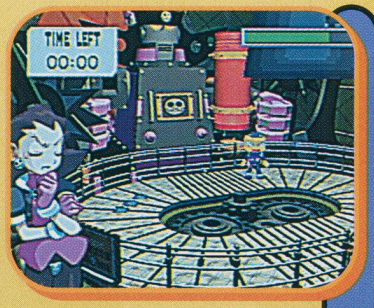
When the course begins, the unlucky Servbot must run clockwise around the track. His first obstacle is the Spikes. As the Servbot is about to step on the spot where the Spikes are located, press ■ to activate the Spikes. Don't activate the Spikes early or the Servbot stops and then passes by before you can activate them again, so be patient.



The second method of torture is the Ring of Flame. As the freshly skewered Servbot runs toward the upper-right corner of the track, press ● to burn him to a slight crisp. Again, if you activate the fire too quickly, the Servbot will stop in time to avoid it and you won't be able to fry him until the next lap.



Lastly, the Weight hanging above the straightaway between the Flame and the Spikes can be used to flatten the hapless Servbot into submission. As with the other two obstacles, activating the Weight too early allows the Servbot to stop just in time to avoid it and then continue in safety.



Of course, spiking, frying, and pounding your Servbot is not always as easy as it sounds. Each time you score a hit on the Servbot, he runs slightly faster in an attempt to "outrun" the next hazard. Timing becomes a big issue—you'll have to be on your toes to make sure you don't activate the hazards too early or too late. If you get the Servbot's Green Meter down to nothing before the Counter times out, your Servbot is properly disciplined. And if at first you don't succeed, try again. The Servbot isn't going to do you any good until you whip him back into shape!

Tron's Room

Tron's Room is one of the first rooms to be finished after you complete a Mission or two. You'll find Servbots #17, #18, #36, and #40 cleaning, bouncing on the bed, and playing the piano.

MUSIC

When Servbot #36 gains his Music Skill and writes several new songs, you'll be able to visit him anytime and ask him to play his new songs for the entire ship.

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Gambling at the Casino

With Tron's Room available, and when you've selected a special Servbot to wear the Redhead Parts, you can take a break for a bit and send your head Servbot to the Casino! Just go to Tron's Room and talk to #17. When he asks you if you want to take a rest, say "yes" and off he goes.

Bingo

Bingo is a game of complete chance, but you can make yourself just a little bit luckier if you bet smart. How, you ask? First bet within your budget. For example, if you only have 3,000 Zenny, don't bet all your money on one set of games. Instead, try to make small bets that are more likely to make a big return. Until you get the feel for how to bet best, keep your bet total at or under 2,000 Zenny per round.

Now figure out what to bet on. While Bingo is ultimately a game of luck, you can help yourself out by raising the odds of winning. Every card can have up to three wildcard spots. Any row (five squares in a vertical, horizontal, or diagonal line) containing a wildcard spot makes for an easier Bingo. The more wildcard spots in a row, the better your chances are of scoring a Bingo on that card. If you have three wildcards in a row on any card, bet on it! Your chances of winning are still low, but your chances of getting two or three numbers in a row instead of four or five without wildcards are much higher. The chances of winning with cards containing well-placed wildcards are greater.

With your bet and your card selections in, let the wheel spin! When you're feeling lucky, hit any button to stop the wheel spinning. And as an added bonus, if you can get Bingo on more than one card using the same number, you'll win the bets on both (or all three) cards. You just have to be lucky—and smart!

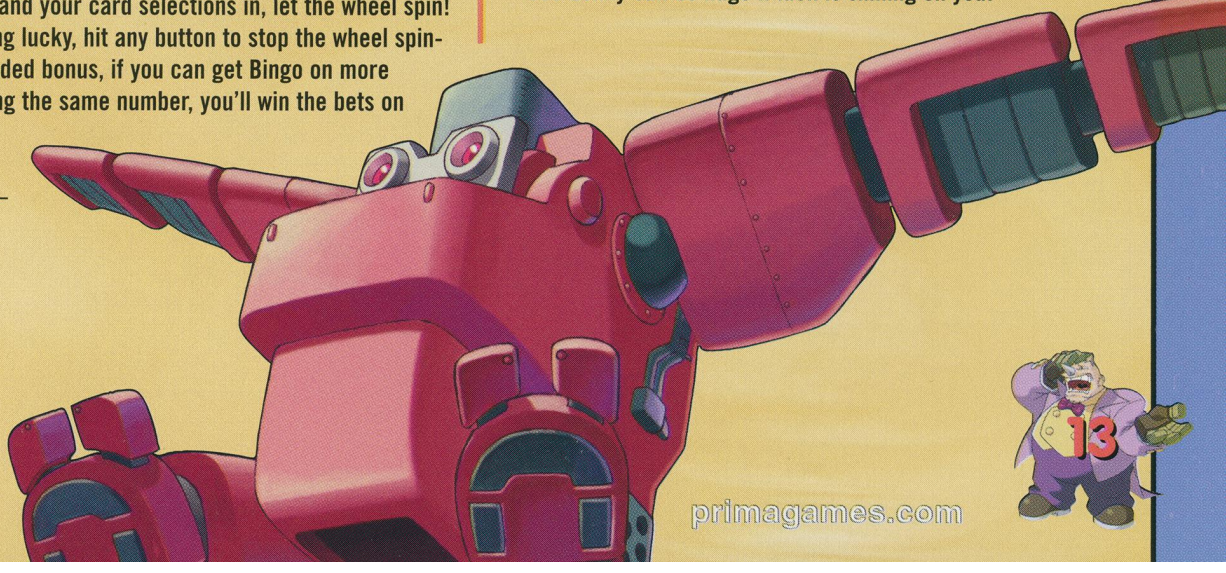
High and Low

High and Low is even more risky than Bingo, so only play if you've got money to spare! The idea in High and Low is to guess whether the next card to the right will be higher or lower than the card shown. While this ultimately ends up being a guessing game, there are a few rules you can use in your favor.

An Ace is the highest card in the deck and the 2 card is the lowest. So, if you ever see an Ace, you know the next card must be lower. Conversely, any card appearing after a 2 must be higher. The problem comes in getting cards such as 6, 7, or 8, where the next card could easily be higher or lower. At that point, it's anybody's guess because the cards are completely random. So, sometimes it pays to take a chance. Of course, going high when a King is showing is an extremely risky bet, but you may find that going low with a 5 showing is the right bet. Again, it's all about luck.

The other important factor in High and Low is to know when to quit. Each time you make a correct guess, your bet doubles. In order to take what's in the Pot, you must Quit while you're winning or win the entire round. However, if you continue to bet and make a wrong guess, you lose the Pot plus the 500 Zenny it cost to play that round. In general, it's always smart to quit when you're ahead, even if the benefit isn't as much as you'd like. It costs 500 Zenny just to play, so wait until you've earned at least that much before you Quit. With 500 Zenny in the Pot, if you are staring down a 2 or an Ace, you know you can bet again without any fear. If you don't have either of those cards, you can always bet the odds. But the more chances you take, the more likely you are to lose.

High and Low is a very risky game, but your return on 500 Zenny can be huge if luck is smiling on you!



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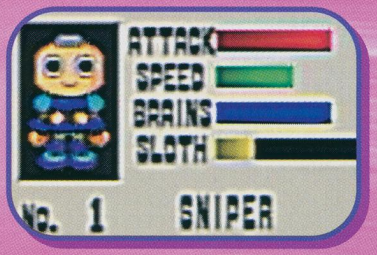
Note

Each Servbot is rated on their Attack, Speed, and Brains skills. Most Servbots will show a range of numbers for any one skill since their rating can go up after they've completed certain tasks. Sometimes, however, there is only a single number after a rating. In this case, that particular Servbot cannot increase that rating, no matter what it does.

#1, Reliable



The first Servbot made, he has a strong sense of responsibility.

Attack: 2–3

Speed: 1–2

Brains: 1–3

Skill: Sniper

Skill Requirement: Reliable begins the adventure with this Skill.

Found In: Headquarters

#2, Smart

Smart works in development and the field. He's a fighter and a scientist.

Attack: 2–4

Speed: 2–3

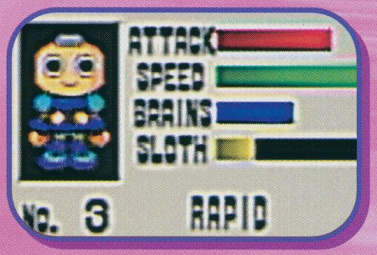
Brains: 2–4

Skill: Bazooka

Skill Requirement: Bring both Smart's Attack and Brains ratings up to 4.

Found In: Lab

#3, Gourmet



Known for his appetite, he's always thinking about his next meal.

Attack: 2–3

Speed: 2–4

Brains: 2

Skill: Rapid

Skill Requirement: Train with Course 2 to bring Gourmet's Speed rating up to 4.

Found In: Café

#4, Quiet

A little irresponsible, he's kind and very talented with his hands.

Attack: 2

Speed: 2–3

Brains: 1–4

Skill: Slings

Skill Requirement: Bring Quiet on as many missions as it takes to raise his Brains rating to 4.

Found In: Storage

#5, Strange

Strange has the kind of personality where you never know what he's thinking.

Attack: 2

Speed: 2

Brains: 1–4

Skill: None

Skill Requirement: N/A

Found In: Café

#6, Normal

A normal Servbot, he performs his assigned tasks competently.

Attack: 2–3

Speed: 2

Brains: 1–4

Skill: Slings

Skill Requirement: Normal needs to accompany you on as many missions as necessary to raise his Brains rating to 4.

Found In: Headquarters

#7, Serious

Serious only asks that he be given a chance to prove himself.

Attack: 2–4

Speed: 1–4

Brains: 1

Skill: None

Skill Requirement: N/A

Found In: Meeting Room

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#8, Cool

Cool and observant, this Servbot tries to act more mature than he is.

Attack: 1

Speed: 1–3

Brains: 2–4

Skill: Sniper

Skill Requirement: Speak with Cool in the Meeting Room. When Cool asks you if you knew that he is a good shot, say "Yes." Then, go to Headquarters and speak with #1, Reliable. He tells you that Cool needs to have better eyesight to be a crack shot. Now return to the Meeting Room and speak with Cool again. The good news is that he has Contact Lenses! The bad news is that he's lost them. Talk to #10, Diligent, who has found Cool's lenses. When Diligent gives you the Contact Lenses, give them to Cool.

Found In: Meeting Room

#9, Hurried

A sharpshooter, he's known by his nickname, "The Gunslinger."

Attack: 1–2

Speed: 2–4

Brains: 2–3

Skill: Sniper

Skill Requirement: Send out at least three Scouts before you go on any Mission. At some point, one of your Scouts will bring back a Comic. Hurried just loves Comic books, so bring this item to him. He'll realize his Skill, and he'll also give you the Redhead Parts in return.

Found In: Gym

#10, Diligent

A serious Servbot, he acts prim and proper all the time.

Attack: 1–4

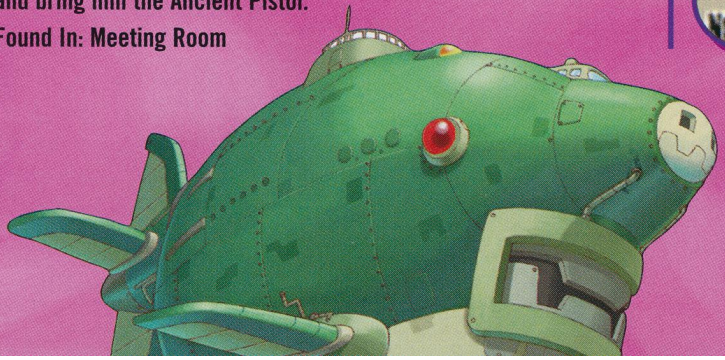
Speed: 1–3

Brains: 1–2

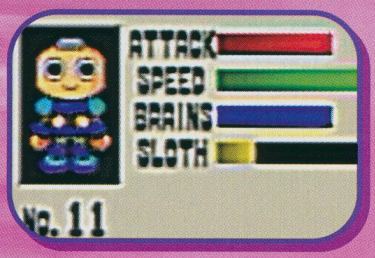
Skill: Sniper

Skill Requirement: Go on Mission 4 to the Nakkai Ruins and bring him the Ancient Pistol.

Found In: Meeting Room



#11, Failure



A Servbot who has great expectations for himself.

Attack: 1–3

Speed: 1–4

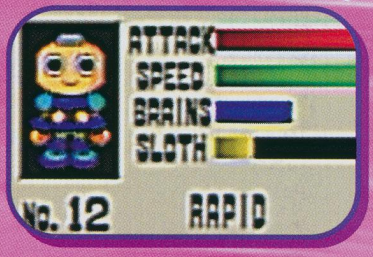
Brains: 1–3

Skill: None

Skill Requirement: N/A

Found In: Headquarters

#12, Clumsy



A clumsy Servbot who always manages to avoid blame.

Attack: 2–4

Speed: 1–4

Brains: 2

Skill: Rapid

Skill Requirement: Raise Clumsy's Speed rating to 4 by training on Course 2.

Found In: Gym

#13, Rude

Rude is a practical joker with a bit of an attitude.

Attack: 2–4

Speed: 1–2

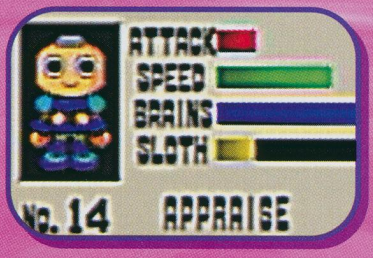
Brains: 3–4

Skill: Bazooka

Skill Requirement: Train Rude on Course 1 to raise his Attack to 4, then bring him with you on as many Missions as it takes to raise his Brains rating to 4.

Found In: Gym

#14, Mature



A superb manager and organizer, he remembers everything he sees.

Attack: 1

Speed: 2–3

Brains: 3–4

Skill: Appraise

Skill Requirement: Mature begins the adventure with this Skill.

Found In: Storage

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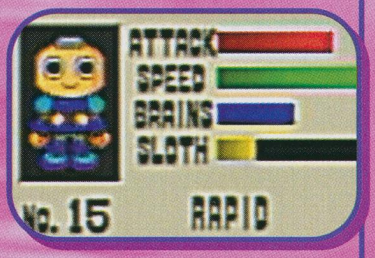
#15, Plain



Plain jogs on the deck every morning (except when it's cold).

Attack: 2–3

Speed: 1–4

Brains: 2

Skill: Rapid

Skill Requirement: Bring Plain into the Gym and raise his Speed rating to 4.

Found In: Headquarters

#16, Achiever

He has no special talents, but works hard to make up for it.

Attack: 2

Speed: 2

Brains: 2

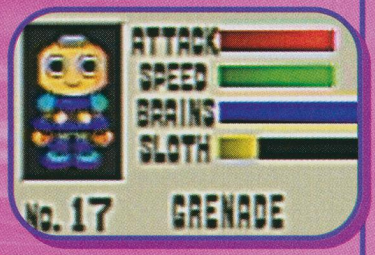
Skill: None

Skill Requirement: N/A

Found In: Headquarters

#17, Dedicated

He's not necessarily respected by his fellows, but he's a hardworking bot.



Attack: 2–3

Speed: 1–3

Brains: 2–4

Skill: Grenade

Skill Requirement: Dedicated needs to accompany you on a Mission or two to raise his Brains rating to 4.

Found In: Tron's Room

#18, Gentle

A thoughtful Servbot, he enjoys cleaning.

Attack: 2–4

Speed: 1–2

Brains: 2–4

Skill: Bazooka

Skill Requirement: Train Gentle on Course 1 to raise his Attack to 4, then bring him along with you on a few Missions to raise his Brains rating to 4.

Found In: Tron's Room

#19, Happy

Happy is an apprentice quartermaster who works hard every day and has ambition.

Attack: 2

Speed: 1–2

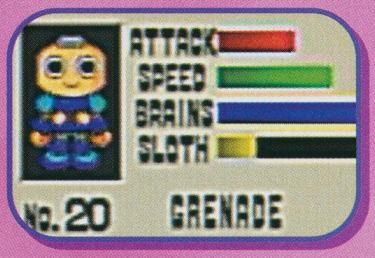
Brains: 1–4

Skill: Appraise

Skill Requirement: Bring Happy on a few Missions to raise his Brains rating to 3.

Found In: Storage

#20, Shy



A positive-thinking, quiet Servbot, Shy doesn't get angry much.

Attack: 1–2

Speed: 1–3

Brains: 3–4

Skill: Grenade

Skill Requirement: Shy must accompany you on a few Missions to raise his Brains rating to 4.

Found In: Torture Room

#21, Slow

He's a slow Servbot who is trying to watch his weight.

Attack: 2

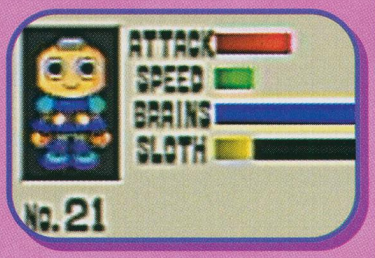
Speed: 1

Brains: 2–4

Skill: None

Skill Requirement: N/A

Found In: Café



#22, Responsible

Responsible works in the Engine Room every day; it's hard work, but someone has to do it.

Attack: 3–4

Speed: 2–4

Brains: 3

Skill: Ramming

Skill Requirement: Responsible needs only to train on Course 1 and raise his Attack rating to 4.

Found In: Engine Room

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#23, Honest

Honest works in the Engine Room and likes a hot bath after work.

Attack: 1–4

Speed: 1–3

Brains: 2–4

Skill: Bazooka

Skill Requirement: Honest must train to raise his Attack rating to 4 and go on a Mission or two to raise his Brains rating to 4 as well.

Found In: Engine Room

#24, Optimist

An explorer at heart, he dreams of traveling around the world.

Attack: 2–4

Speed: 1–2

Brains: 2–4

Skill: None

Skill Requirement: N/A

Found In: Deck

#25, Hard-working

He throws himself wholeheartedly into his work and has excellent concentration.

Attack: 1–3

Speed: 1–4

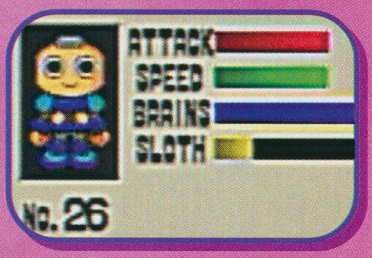
Brains: 1

Skill: Sniper

Skill Requirement: As soon as you complete the second Bank Mission and return to the *Gesellschaft,* construction on the Deck is complete. Hard-working, who can be found on the Deck, is finally revealed on the Servbot list, already assigned as a Sniper.

Found In: Deck

#26, Popular



He's a bumbling, hopeless Servbot, yet everyone loves him.

Attack: 1–3

Speed: 2–3

Brains: 1–4

Skill: None

Skill Requirement: N/A

Found In: Café

#27, Attentive

A methodic Servbot who is well-organized, he saves all his receipts.

Attack: 2–3

Speed: 4

Brains: 2–4

Skill: Grenade

Skill Requirement: Raise Attentive's Brains rating to 4 by taking him on a Mission.

Found In: Engine Room

#28, Macho

Macho respects and looks up to Teisel; sometimes he cries out in his sleep.

Attack: 2–3

Speed: 2–3

Brains: 2–4

Skill: Slings

Skill Requirement: Macho needs to raise his Brains rating to 4 to gain his Slings Skill.

Found In: Teisel's Room

#29, Clean

A consummate cleaner who takes pride in a spotless ship.

Attack: 1–2

Speed: 1–3

Brains: 2–3

Skill: None

Skill Requirement: N/A

Found In: Deck

#30, Hard-headed

In charge of new tank development, he keeps a strict schedule.

Attack: 2

Speed: 2–3

Brains: 1–4

Skill: Tank Development

Skill Requirement: Raise Hard-headed's Brains rating to 2 to realize his Tank Developing Skill.

Found In: Lab

Development: Tank Parts, E. Tanks 1-7

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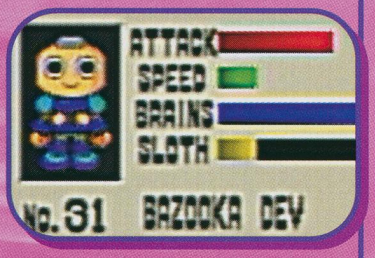
#31, Heroic



Heroic is in charge of weapons development and has a loud and aggressive personality.

Attack: 1–3

Speed: 1

Brains: 3–4

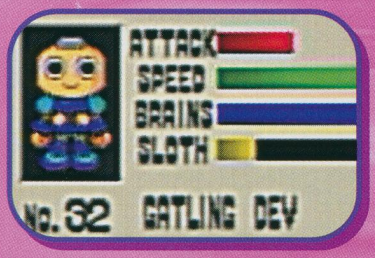
Skill: Bazooka Development

Skill Requirement: When Heroic's Brains rating reaches 4, he realizes his Skill.

Found In: Lab

Development: Give #31 the Pipe (found in Mission 4) and, with 300,000 Zenny, he can build the Bonne Bazooka!

#32, Short-temper



He works in weapons development and has a violent temper.

Attack: 1–2

Speed: 2–4

Brains: 3–4

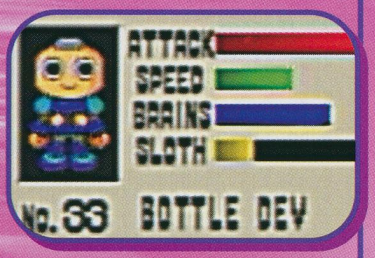
Skill: Gatling Development

Skill Requirement: You'll need to raise Short-temper's Brains rating to 4 for the Gatling Development Skill.

Found In: Lab

Development: Give #32 the Fireworks (found in Mission 4) and, with 100,000 Zenny, he can build the Gatling Gun.

#33, Coquettish



In charge of Bottle Development, Coquettish appears quiet but is radical.

Attack: 1–4

Speed: 1–2

Brains: 2–3

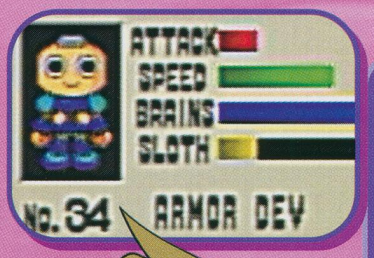
Skill: Bottle Development

Skill Requirement: Coquettish begins the adventure with his Bottle Development Skill.

Found In: Lab

Development: All E. Bottles

#34, Studious



In charge of Armor Development, he has a contemplative mind.

Attack: 1

Speed: 1–3

Brains: 2–4

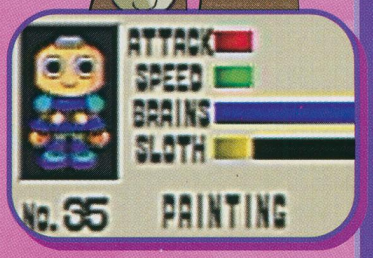
Skill: Armor Development

Skill Requirement: Because Studious is a scientist, raise his Brains rating to 3 to gain the Armor Development Skill.

Found In: Lab

Development: Armor

#35, Relaxed



He likes to draw but is not a good designer; he enjoys paint-by-numbers.

Attack: 1

Speed: 1

Brains: 1–4

Skill: Painting

Skill Requirement: Relaxed wants to paint and doodle all of the time. Speak with #2, Smart, to get the Paint Set, then give it to Relaxed.

Found In: Meeting Room

Unique Skill Ability: Once Relaxed has discovered his Skill, he will gladly paint the Gustaff in any theme of colors you choose. Some of the looks are not available right away because you must bring Relaxed several items to inspire him to paint with new colors:

- **Bon Parts:** Talk to #13 in the Gym. Apparently he was able to salvage pieces of Bon Bonne after his run-in with Glyde. The Bon Parts inspire Relaxed to paint the Gustaff to like Bon Bonne.
- **The Handkerchief:** Once you have given Loathe 1 Million Zenny, talk to #16 in Headquarters. He'll give you Loath's Handkerchief. This inspires Relaxed to paint with a Stylish look.
- **The Flier:** Venture up onto the Deck and #24 will catch an item that blows up onto the ship! Give this item, the Flier, to Relaxed to have him paint with the Dark look.
- **Momento:** Go through Mission 4, the Nakkai Desert, and find the Momento in a Treasure Chest. Bring this to Servbot #35 and he becomes inspired to paint the Gustaff with the Teisel Bonne look.

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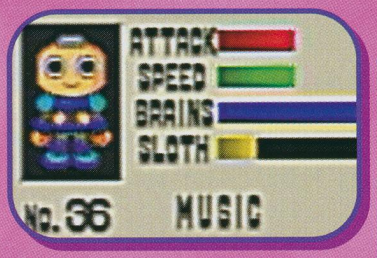
#36, Nervous



He likes nothing more than making a melody that lingers in the heart.

Attack: 1–2

Speed: 1–2

Brains: 1–4

Skill: Music

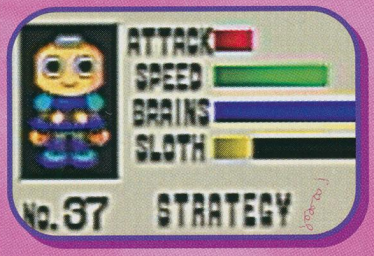
Skill Requirement: Nervous needs inspiration to acquire his Skill. Keep sending Servbots out Scouting before you go on a Mission. One of the items brought back to you will be a Shell. Nervous needs this to discover his Music Skill.

Found In: Tron's Room

Unique Skill Ability: Nervous can tickle the ivories like nobody's business, but he's still looking for that special item to inspire some original jives. Bring him the items he needs and you'll be able to change the *Gesellschaft*'s Background Music:

- **Loader Parts:** Once you've defeated Denise Marmalade in Bank Mission 3, bring Nervous the leftover Loader Parts from her robot to inspire the song "Police Lady."
- **Old Instrument:** Explore the Nakkai Ruins in Mission 4 and bring back the Old Instrument. Bring this to Nervous to inspire him to play "Ancient Ruins."

#37, Idealist



No good in battle but a master strategist, Idealist makes plans for Tron.

Attack: 1

Speed: 3

Brains: 3–4

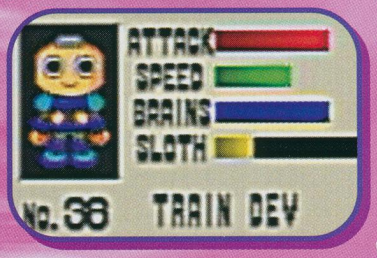
Skill: Strategy

Skill Requirement: All Idealist needs are the Strategy Notes. Get these from the Diary that Servbot #1 gives you at the beginning of your adventure.

Found In: Meeting Room

Unique Skill Ability: Idealist will help you out by answering numerous questions. His advice covers topics such as the *Gesellschaft,* your upcoming Missions, and even how best to spend your hard-earned Zenny.

#38, Strict



A harsh trainer, he works hard at designing programs for everyone.

Attack: 1–3

Speed: 1–2

Brains: 1–3

Skill: Training Development

Skill Requirement: Strict begins the adventure with his Skill.

Found In: Gym

Unique Skill Ability: Strict is the Servbot responsible for whipping all of the pansy Servbots into lean mean yellow machines. As you progress through your misadventures, Strict constructs two training programs for everyone: Course 1 improves each Servbot's Attack rating, and Course 2 increases each Speed rating.

#39, Romantic

A slightly odd Servbot who is always thinking about what to say next.

Attack: 1–2

Speed: 1

Brains: 3–4

Skill: Poetry

Skill Requirement: Visit the Storage Room and talk to #4, Quiet. In cleaning out the Storage room, he finds a book with funny writing. When Quiet reads you a sample and asks if you know what it is, tell him it's Poetry. He'll give you a Poetry Book; give this to Romantic.

Found In: Café

Unique Skill Ability: Romantic has the ability to see what every Servbot requires to discover his Skill. He uses poetry as his mysterious way of clueing you in to this.

#40, Innocent

Innocent is a young Servbot who is learning about being different.

Attack: 1–2

Speed: 1–4

Brains: 3–2

Skill: Design

Skill Requirement: Innocent seems preoccupied with the way he and everything around him looks. Send your Scouts out to explore the island, and one of them will eventually bring back a Design Magazine. Give this Magazine to Innocent and he'll discover his flair for décor.

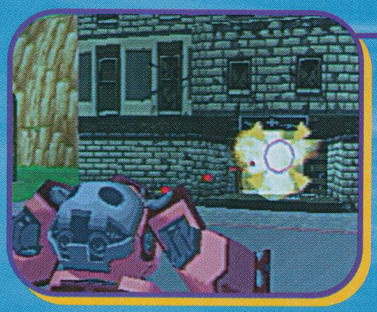
Found In: Tron's Room

The Misadventures of

Tron Bonne

Level 1

The plan is simple. The Gustaff and Servbots just need to be dropped off right in front of the Bank in Gold City.



That Bank looks awfully weird! Oh well, one Beacon Bomb and the money is ours!

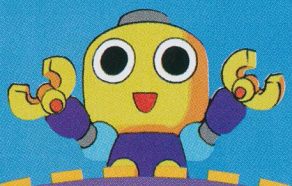
What? This isn't the Bank! This is a Veterinary Clinic! But the Drache can't pick everyone up for two or three minutes, so make the most of it and grab what you can!

Level Start

Goal: 50,000 Zenny

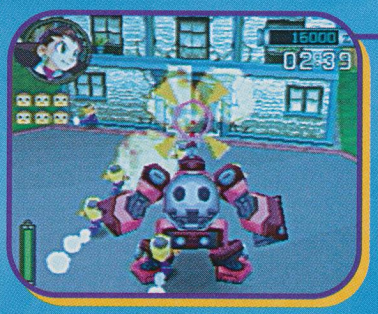
Recommended Servbots: Just take the Servbots already assigned.

Shoot a Beacon Bomb straight into the Vet's door.



tip

If you walk right up against the door of each building you Beacon Bomb, the Servbots will come out with the loot and hand it right to you. This saves time and keeps the slower Servbots from wandering away or wasting time.



Continue shooting a Beacon Bomb into each doorway in this small area. There's stuff for all six Servbots to grab in all five buildings!

You get a rare peek at the Servbots in action and what happens after you fire the Beacon Bomb. It appears that you have four diligent Servbots and two slackers! Hey, what's he watching on TV?

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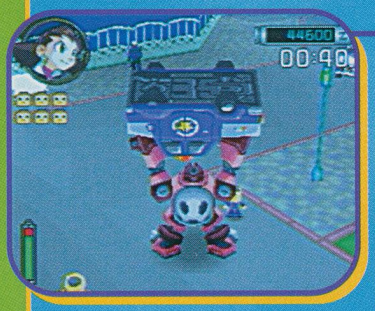
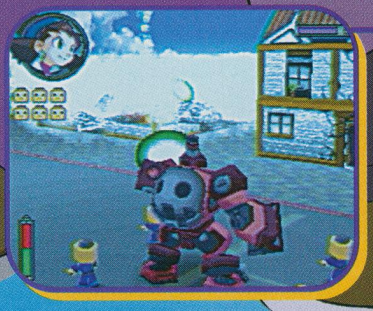
With all five houses emptied, run over to the remaining two waterfront houses around the corner and Beacon Bomb both front doors.



If the Police show up, don't worry. Finish ransacking the houses and, if the Police pester you too much, target each Police Car with a Beacon Bomb and let the Servbots deal with them. You can also jump on each car to flatten it with your super-robot feet!

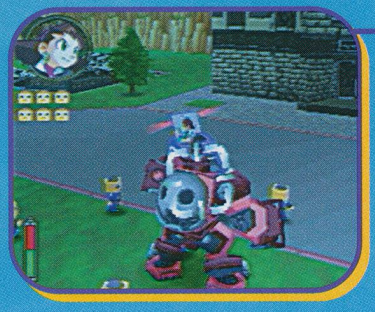


Denise can only throw weak Bombs at you occasionally and from afar. Now's your chance to *really* clean up! Run away from her and continuously fire at each house until it falls apart.

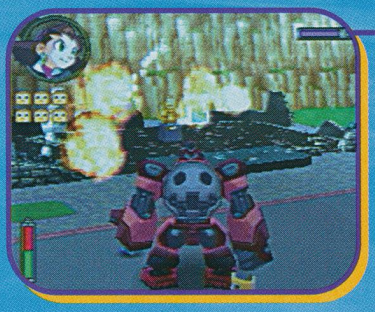
Denise Marmalade

Just when you're really starting to clean up, a lone Police Car comes motoring your way. Talk about being late to the scene of the crime. Best of all, this funny Police Woman expects you to surrender!

When each building explodes, pick up the leftover Refractors. Be sure to destroy every building here and the two around the corner.



We all know you're not going to come quietly, so you can start your attack by locking onto Denise and firing continuously until her car blows up.



It's especially important to blow up the Veterinary Clinic. When that building is demolished, you'll find a hidden surprise: a Gold Statue! You're in the money…

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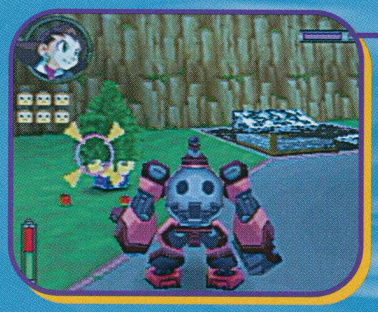
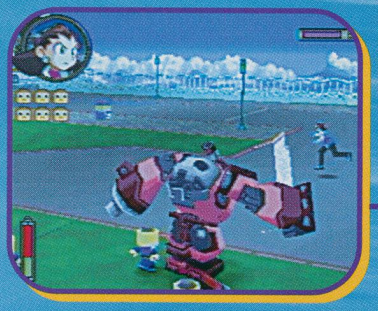
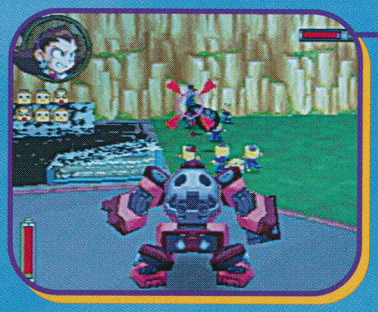
The Misadventures of
Tron Bonne



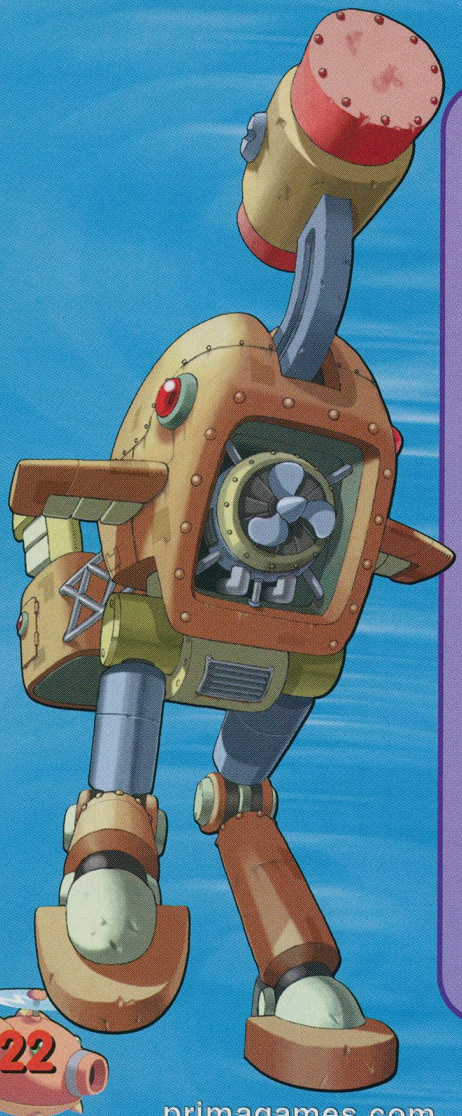
At this point, you can do things such as target a Beacon Bomb on the trees to search for Apples, or blow up random cars, light poles, mailboxes, what have you. It's all free money with no time limit.





When you're finally ready to leave with the booty, either you or the Servbots can hit Denise with the last shots to thwart her attempt to arrest you.

Denise thinks even now that you shouldn't leave because she's not finished with you yet. Whatever!



Post-Level Meeting

With all of the extra looting, your haul should be about 75,000 Zenny. You'll also see the Brains ratings go up on most—if not all—of the Servbots you brought. You took home a lot of food items this trip, so go to the Storage Room and sell all of the Pork, Fish, Apples, and Curry. Be careful, however: If your Scouts brought back a Shell, hang onto it! You need to give it to one of the Servbots.

Now go to the Lab and Develop some E. Bottles 1 and 2. You'll need these Health Power-ups in Mission 1, Level 2.

At this point, skip to Mission 2: The Containers. You won't take any damage in these three puzzle levels and can easily build up enough money to properly equip the Gustaff for your next assault on the Bank. Denise Marmalade will be a LOT tougher the next time you see her!

It's also a good idea to go far enough through Mission 4 to grab the Pipe and Iron Plate before you begin the next level. That way, you'll have the Bonne Bazooka and a tough exterior for the Gustaff.

Speak with #4 in the Storage Room. When he recites a verse and asks you what it is, tell him it's a "Poem." He'll give you the Poetry Book. Take the Poetry Book and give it to #39 who takes the item and realizes his Skill, Poetry!

Level 2

The plan is *still* supposed to be simple. The Gustaff and Servbots just need to be dropped off right in front of the Bank in Gold City.

And here you are...*not!* Who's responsible for doing the drop-off in front of the Vet's again?!

Make the best of a silly situation and head for the *real* Bank. And this time, you can take as much time as you want.

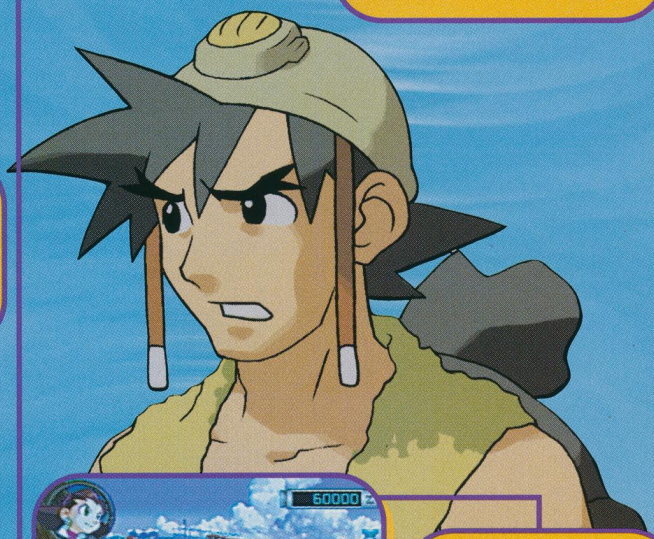
Level Start

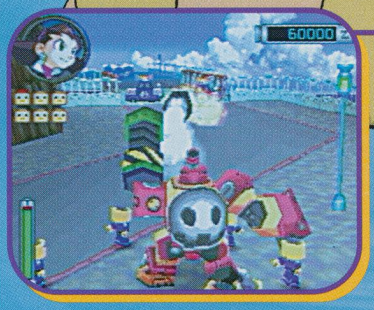
Goal: 150,000 Zenny

Recommended Servbots: Bring only Servbots who have maxed out their Attack and Speed ratings at levels 3 and 4. You'll rely heavily on your Servbots for the remaining two Bank levels.

First, send the Servbots into each house to grab as much loot as they can, just as you did in Level 1.

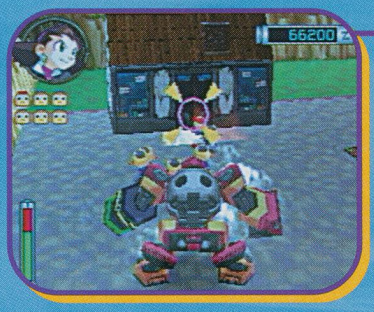
After you've cleaned out all of the houses, blow up each building and collect the Zenny. Don't forget, the Vet's contains a Gold Statue worth many Zenny! There are two more houses around the corner to loot and pillage.





Look out for the Police Cars as you come around the corner! They'll drive straight at you to knock you down, and that can really hurt. Either jump over them, or onto them, or just blast them out of the way.

The Police are airborne as well, so keep an eye on the sky as you run down the highway toward the Bank.



Anytime you see a doorway, send the Servbots in.

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The Misadventures of
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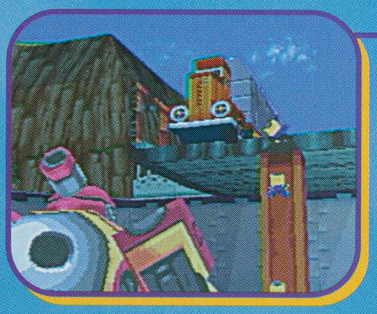
Whenever you see a Police Van, expect Riot Police to come out with riot shields and batons. Eliminate the problem at the source and blow up the Van!



No problem, the Servbots will save you. Just target the Truck up to the left with a Beacon Bomb.

When you round the corner of the mountain, you come face to face with a squadron of Police Cars. Each Policeman drives his car straight at you and then rolls out of it.

Shoot the car to pieces, step to the side, or jump up onto the car.

With the Police Van out of the way, you'll have access to the bridge and beyond.

When you see the obstruction in the road, it's a trap to get you to come straight into the Riot Police Squad. What were they thinking? Teach them a lesson!

Just as you're about to cross the bridge, it drops out from underneath the Gustaff and Servbots!

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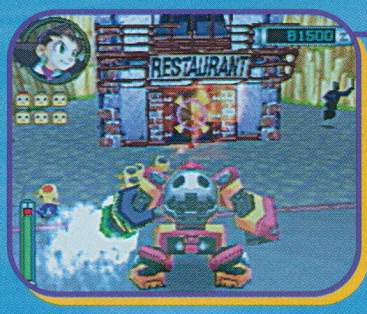
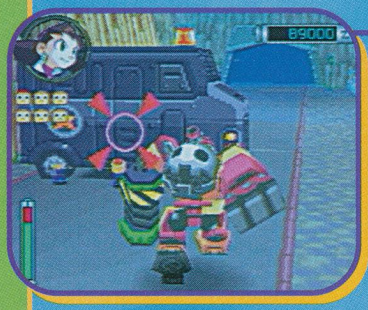
Note

No Ryship Police were harmed in the making of this adventure (although their pride and clothing may've gotten a bit scorched).



The Restaurant is a great place to loot. There are Hot Dogs and money for every Servbot.



This Police Riot Van is incredibly pesky. Not only is it bulletproof, it keeps rolling back and forth to keep you from moving forward. Servbots to the rescue! Shoot the Police Riot Van with a Beacon Bomb and the Servbots will hold it in place so you can get by.

Denise Marmalade

You're just about to break the Bank (literally) when...

...a special Police Riot Van arrives on the scene carrying Ms. Marmalade herself!

Because she went to the trouble of making it here in time to try to save the Bank, you might as well tease her a little bit. She doesn't appreciate it and tells you about her special training. Hmph.

Because Denise is especially fast in this level, begin by running a circle around the Bank. The moment you reach the front door, shoot a Beacon Bomb into it and let the Servbots ransack the Bank. While they do that, make another pass around the Bank so the Police and Denise can't catch up with you.

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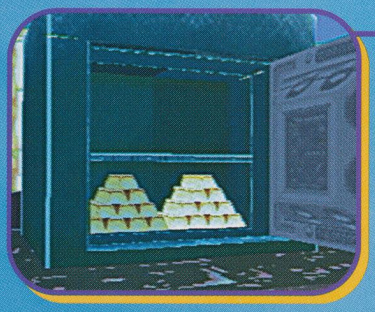
The Misadventures of
Tron Bonne

You can shoot as many Police as you like, but more will continue to show up as long as Denise is still in the fight. Therefore, Denise is your primary target. She has one attack and it's a doozy. She'll take every hit you can give her, swiftly sneaking closer. Then she'll grab the Gustaff's hand and perform a shoulder-throw, slamming you to the ground on your back! This does quite a bit of damage to the Gustaff, so don't let Denise get too close!

Because Denise absorbs Gustaff fire so remarkably well, target Denise with a Beacon Bomb and let the Servbots do their thing. They'll pester her like nobody's business!

With Denise still smoldering on the ground, the Servbots are able to finish their business.



Good job, fellas! The take from the Bank today is 150,000 Zenny!

Even though Denise isn't very good at her job, something tells you she's not going to just let you break into the Bank and walk away so easily next time.

Post-Level Meeting

The gold ingots from the Bank sold for a total of 150,000 Zenny. That plus all of the extra stuff you grabbed means you're close to the 1,000,000 Zenny mark! You'll also see the Brains ratings go up on most—if not all—of the Servbots you brought. Construction on the Deck should be complete.

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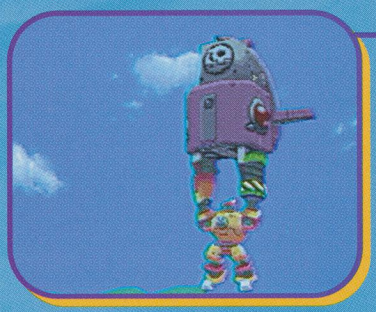
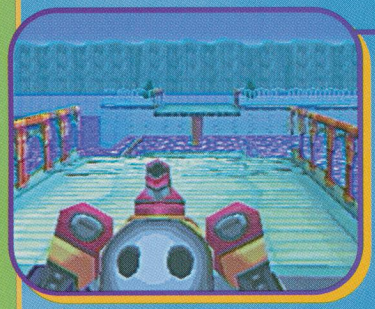
Level 3

The idea is still to rob the Bank, but this time, you'll be very close to the Bank when you start out. Be prepared for a not-so-warm welcome when you arrive.



This time, you better get dropped off near the Bank or someone's going to the Torture Room.



Oh great! The bridge is out! Looks like you have to take the long way after all.

Level Start

Goal: 400,000 Zenny

Recommended Servbots: Bring only Servbots who have maxed out their Attack and Speed ratings at levels 3 and 4. You'll rely heavily on your Servbots for this last Bank level.

As usual, send the Servbots into every house you see. That way, the take-home total is *much* higher.

The Police seem to have been expecting this last raid on their Bank. Take them out of the sky and out of your way!

These little houses are in the way, so once the Servbots have ransacked them, blow them up.

Watch out for these annoying Police Riot Vans between the little houses. Command the Servbots to hold each Van as you pass or you run the risk of getting rammed. Ouch!

Two Police Riot Vans guard the bridge, so if one doesn't ram you, the other will!

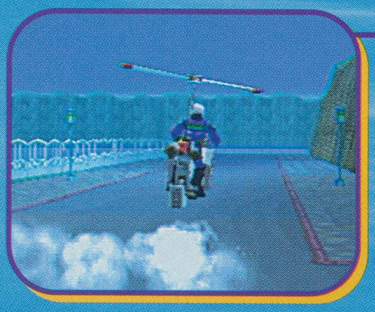
Have the Servbots hold one Van, then step in front of the other to lure it out. When it begins to slide out, step back, then quickly run through the gap.

The Misadventures of

Tron Bonne

caution

Remember, you need to get out of the way once you're through the gap or the unheld Van will ram you on its way back onto the bridge.

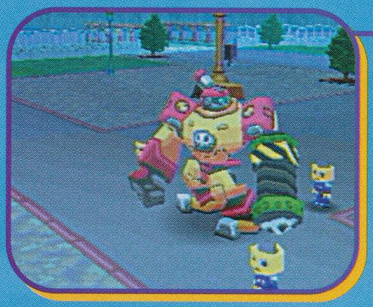


Looks like the Police have a new flying vehicle.

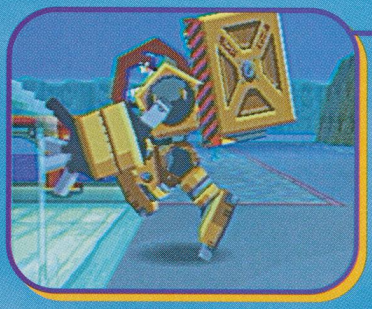
When facing these really fast Police-copters you can try to shoot them down or just run on by. They're tough to lock onto because they're so fast, and you may take more damage while trying to hit them than if you'd just kept running.

However, trying to run by the Police-copters puts you in danger of being shot by both the Police-copters and these Bomb-Mortars. It's best to ignore the Police-copters and not use your lock-on. Instead, just fire at the Bomb-Mortars as you run down the highway.

Denise Marmalade—The Final Showdown



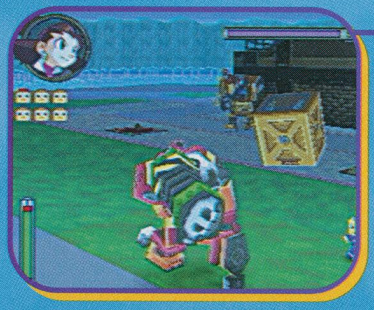
You're at the Bank again so you know Denise can't be far behind.



And there she is! Right on time and looking very… er…Bonne-like. How cute.

Denise is prepared to bring you in this time for sure. If she doesn't, she's in big trouble with her boss.

Get ready to run the moment you can. Run around the Bank so that Denise is behind you, then get back to the front door and send the Servbots in for loot.



Denise's new Robo-suit is very powerful. Duck to avoid the crates she tosses your way.

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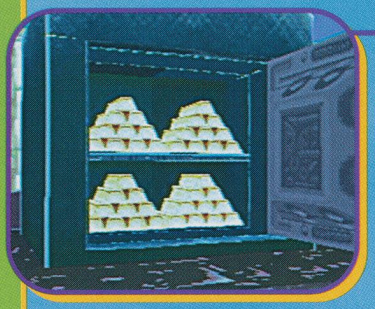
The Servbots are your best weapon against Denise in the Robo-suit. They get in her face, hang onto the legs of her suit, and throw Bombs into her gears. Just get far enough ahead of Denise to run and target her with a Beacon Bomb, and the rest is Servbot history.

Denise finds herself on the ground again, a failure. It's hard not to feel sorry for her because she tries so hard. It's not her fault you're so good at what you do!

Now that Denise is out of the picture, the Servbots crack the Safe and...



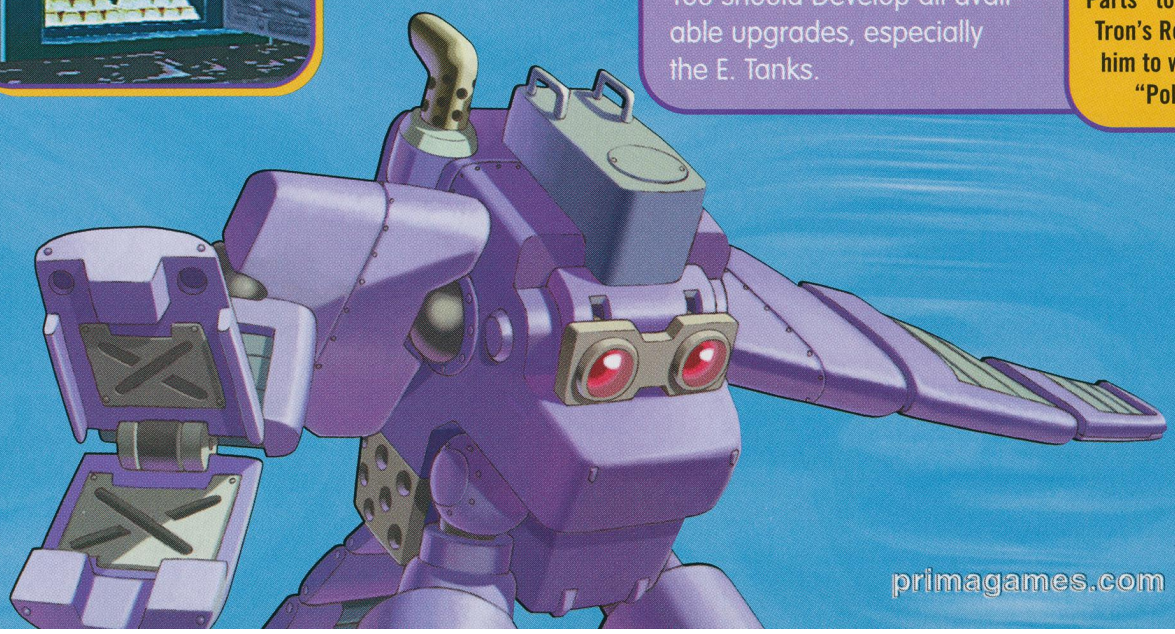
...you're 400,000 Zenny richer!

Post-Level Meeting

Add the 400,000 Zenny from the Bank to all of the extra looting and you're rich! Another bonus is that the Brains ratings go up on any non-maxed Servbots that accompanied you. You also managed to grab "Loader Parts" from Denise's Robo-suit.

If you haven't already, be sure to go to the Lab and Develop as many parts for the Gustaff as you can. You should Develop all available upgrades, especially the E. Tanks.

Give the "Loader Parts" to Servbot #36 in Tron's Room to inspire him to write the song "Police Lady."



The Misadventures of

Tron Bonne

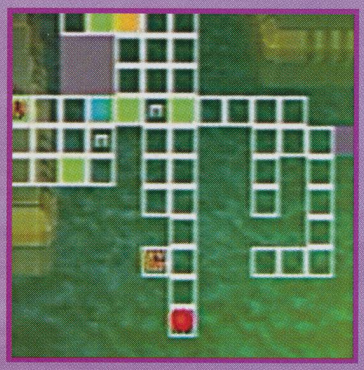
Level 1

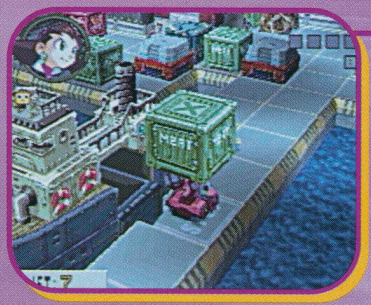
In this Mission you go to the Docks and collect all the valuable Containers! The difficulty lies in overcoming the Gustaff Tank's limitations.

Goal: 50,000 Zenny. Collect all four Green Beef Containers and the Pink Crabmeat Container in each round. You can only make 8 lifts, and can only carry your lifted Container up to 10 steps.

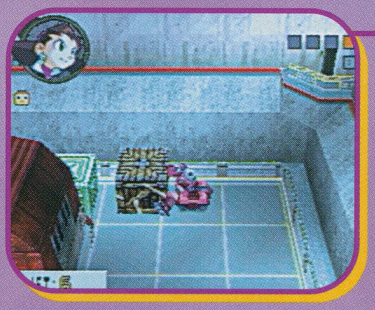
Recommended Servbots: Any of the Lab Servbots, such as #2, #30, #31, #32, #33, or #34.

Round 1

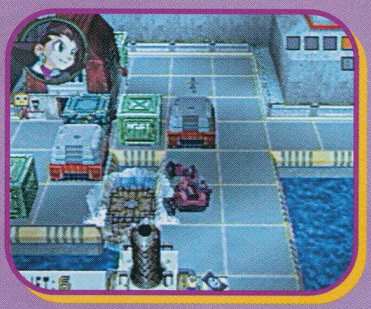




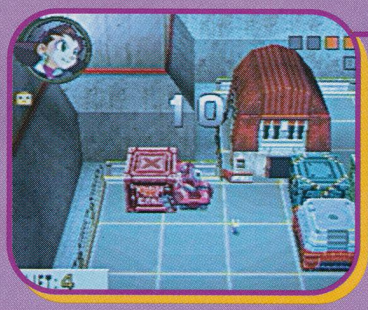
Lift 1: Pick up the Green Beef Container directly to the north and bring it back to the ship.



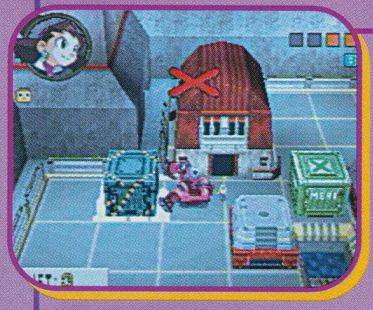
Lift 2: The Wooden Crates can be carried as many steps as you want, so pick up the Wooden Crate against the north wall and bring it to the two-square gap south of the Green Container. Drop the Wooden Crate into the southern square of the two-square gap, leaving the northern square of seawater between the Green Container and the Wooden Crate.



Lift 3: Cross the Wooden Crate bridge you just made, and pick up the Green Container. Bring it back to the ship.



Lift 4: Cross the Wooden Crate again, grab the Pink Crabmeat Container, and bring it back to the ship.



Lift 5: Cross the Wooden Crate and stand in the square to the west of the Metal Crate. Pick up the Metal Crate and place it behind you, in the square exactly two squares west of its original position.

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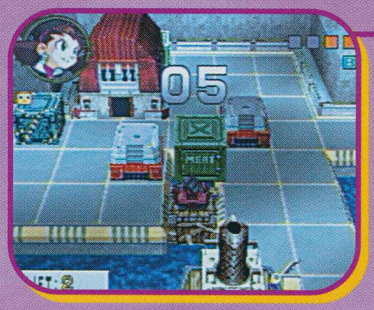
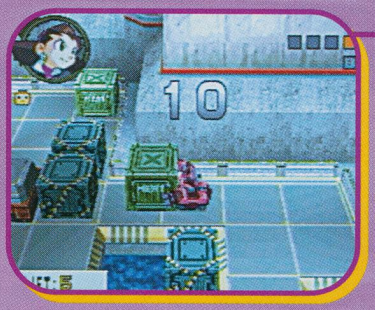
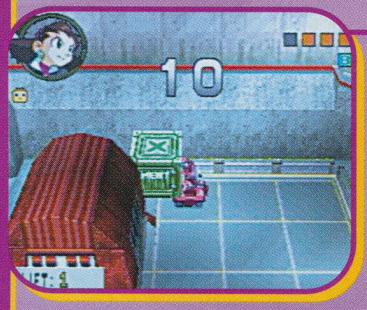


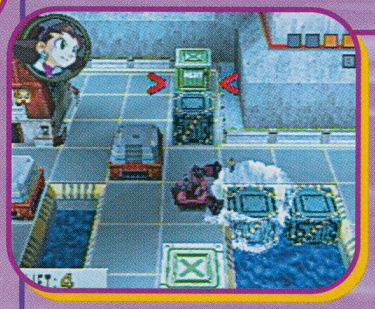
Lift 6: Pick up the Green Container and bring it west, south, and east across the Wooden Crate, then south to the ship.



Lift 3: Bring the newly exposed Green Container to the ship.

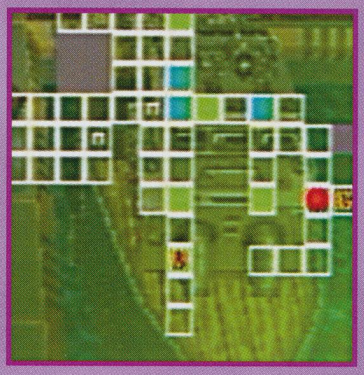


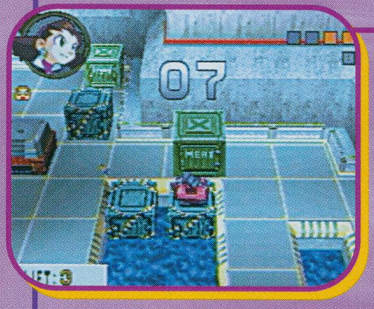
Lift 7: Pick up the last Green Container by standing to its east, then carefully roll two squares to the east. Finally, roll south, taking each of the remaining seven steps to get to the ship.



Lift 4: Jump over the Metal Crate east of the one in the sea. Stand in the square to its south, pick up the Metal Crate, and drop it in the sea next to the first Metal Crate already in the sea.

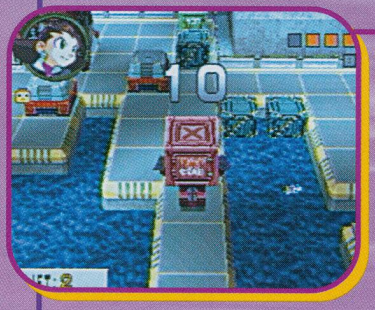
Round 2



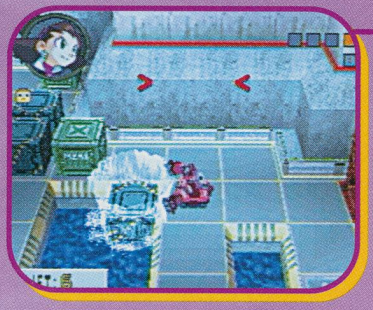


Lift 5: Now roll south and pick up the Green Container. Use the new Metal Crate bridge to make it back to the ship in eight steps.

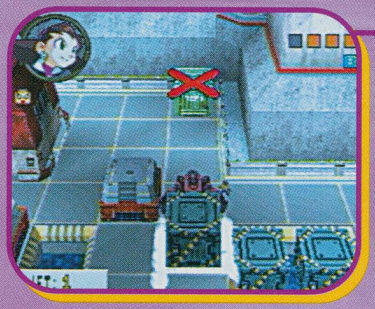
Lift 1: Pick up the first Green Container to the west and bring it to the ship.



Lift 6: Repeat the last step, but this time, grab the Pink Container and bring it back to the ship in exactly 10 steps.



Lift 2: Stand in the square south of the Metal Crate, pick up the Metal Crate, turn west, and drop it into the sea.



Lift 7: Stand south of the Metal Crate blocking the path to the last Green Container. Pick it up and set down in the square to your south.

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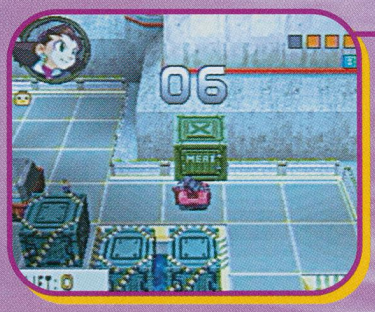
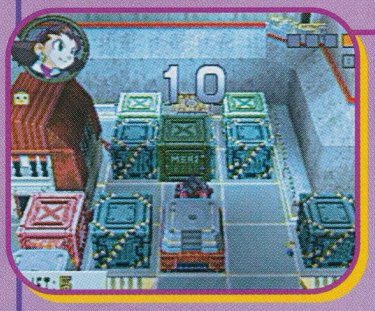
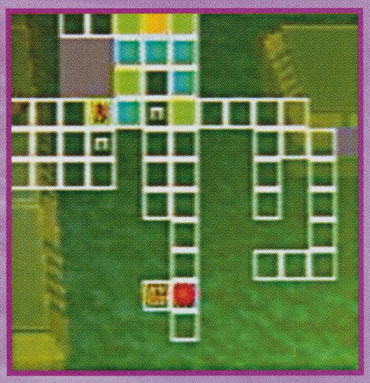


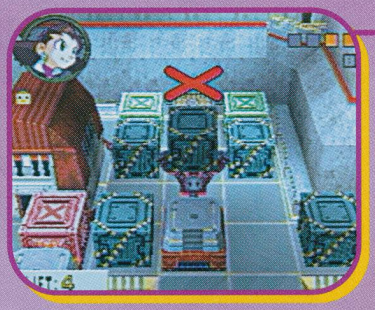
Lift 8: Carry the last Green Container across the path (*not* the Metal Crate bridge) to the ship in exactly 10 steps.

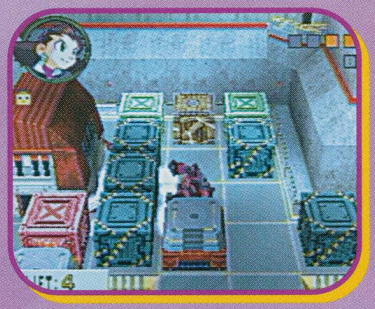


Lift 3: Pick up the Green Container to the west and carry to the ship.

Round 3





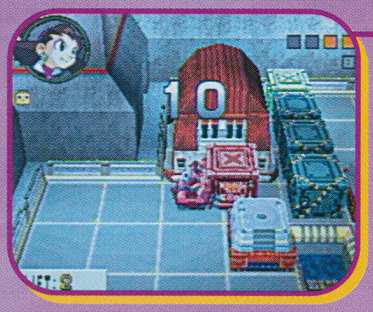


Lift 4: Stand south of the center Metal Crate and set it in the square you took the last Green Container from.

Lift 1: Carry the Green Container immediately to the north back to the ship.

Lift 2: Stand in the square you just cleared the Green Container from. Pick up the Metal Crate to the north and set it in the square to the east.

Lift 5: Pick up the Wooden Crate and drop it in the seawater in the southern square of the two-square gap.



Lift 6: Cross the Wooden Crate bridge, pick up the Pink Container, and bring it back to the ship.

Lifts 7 and 8: Carry the last two Green Containers to the ship.

Post-Level Meeting

With 12 Green Beef Containers and 3 Pink Crabmeat Containers, your haul for this trip should be about 50,000 Zenny. You'll also see the Brains ratings go up on the Servbot you used. Construction on Tron's Room should be complete now.

If you have a Shell bring it to Tron's Room and give it to #36 so that he realizes his Skill of Music.

Also, be sure to talk with the Servbot from the Lab whose Brains rating just went up. If his rating went up enough, he's realized his Skill.

Servbot #9 should be in the Gym now. If you have a Comic, give that to him. Servbot #9 realizes his Sniper Skill, then gives you the Redhead Parts in return.

Servbot #2 is a great choice to give the Redhead Parts to. His Attack rating is 4, his Speed 3, and his Brains 4! The Redhead Parts will automatically max his ratings and he'll realize his Bazooka Skill.

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The Misadventures of

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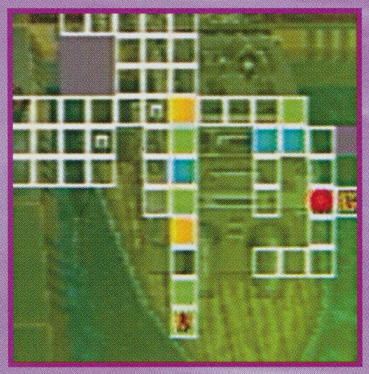
Level 2

Level 2 of this Mission is very similar to the first. You go to the Docks to take all of the valuable Containers, but this time, the stakes are a lot higher, and the Gustaff Tank's limitations a bit tougher.

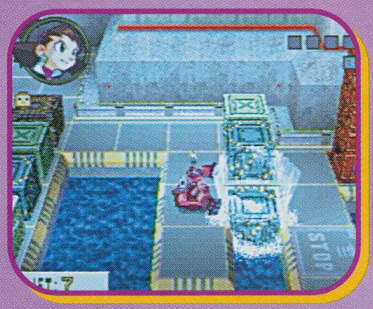
Goal: 150,000 Zenny. Collect all four Green Flour Containers and the Pink Coffee Container in each round. You can only make 8 lifts, and can only take your lifted Container up to 10 steps.

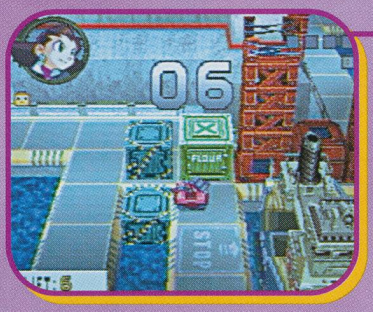
Recommended Servbots: Any of the Lab Servbots, such as #2, #30, #31, #32, #33, or #34. Don't bring the same Servbot you used in Level 1 unless his Brains rating needs to come up one more point for his Skill to be recognized.

Round 4



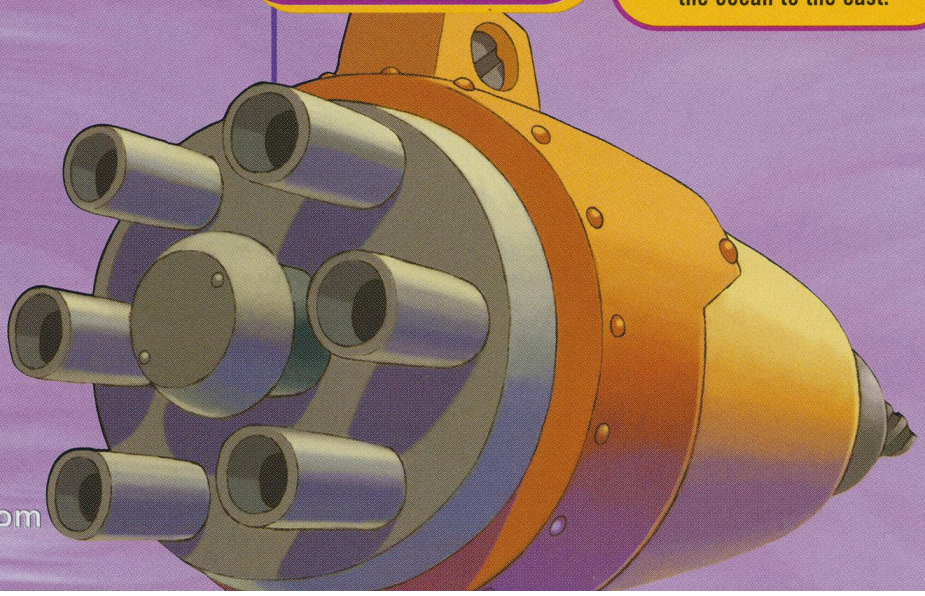
Lift 1: At the two Metal Crates next to the first Green Container, stand in the square south of the left Metal Crate, pick it up, and drop it in the ocean to the east.





Lift 2: Carry the Green Container to the ship.

Lift 3: Jump up onto and roll south over all of the Crates and Containers until you reach the square immediately south of the southernmost Wooden Crate. Pick it up and drop it in the ocean to the east.



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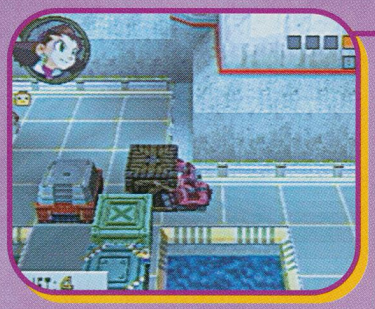
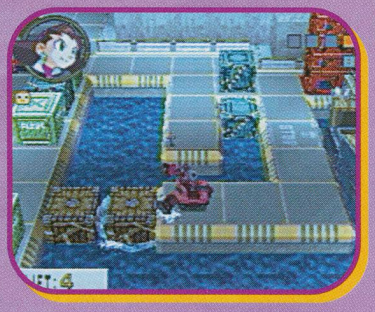
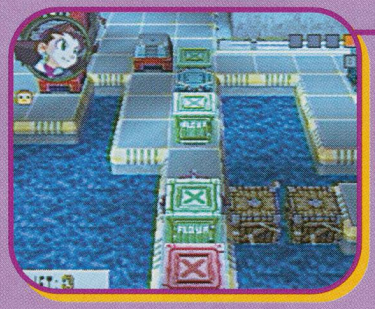


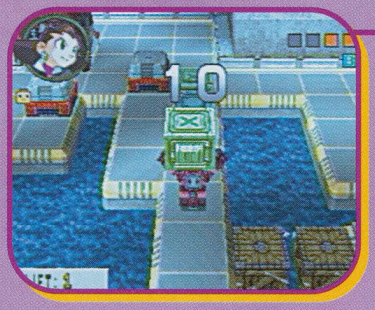
Lift 4: Now pick up the Wooden Crate at the northern end of this row of Containers and carry it to the path next to the ship. Drop it in the ocean exactly west of the first Wooden Crate.



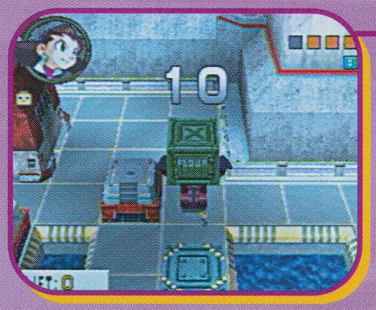


Lift 5: Pick up the Green Container to the south and carry it to the ship.

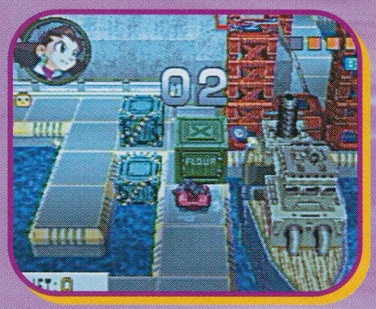
Lift 6: Pick up the Pink Container to the south and carry it to the ship.



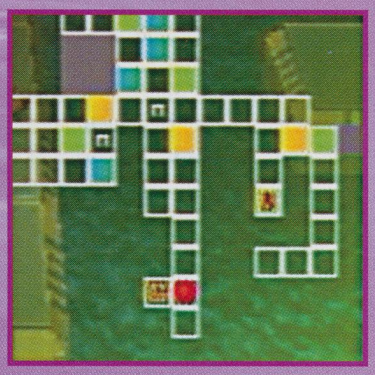
Lift 7: Pick up the Green Container just north of where the Pink Container was, and carry it to the ship.



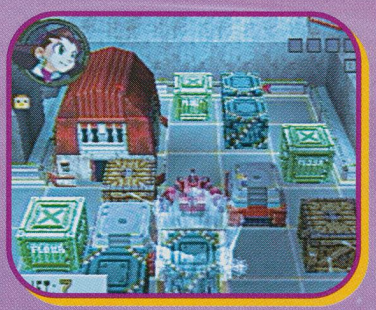
Lift 8: Stand to the north of the last Green Container, pick it up, and carry it east to the ship.



Round 5



Lift 1: Get to the square in between the Wooden Crate and the solid barrier. Pick up the Metal Crate to the north and drop it in the ocean to the south.



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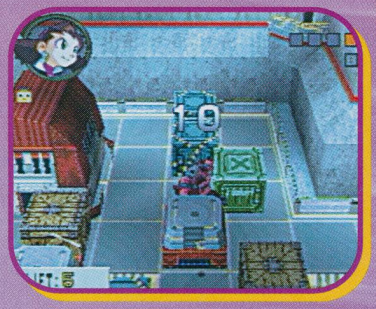
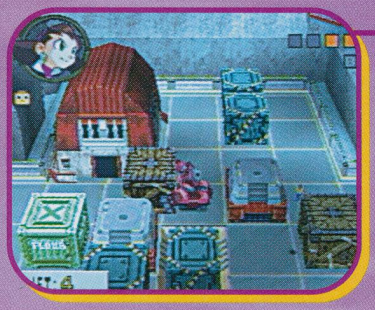
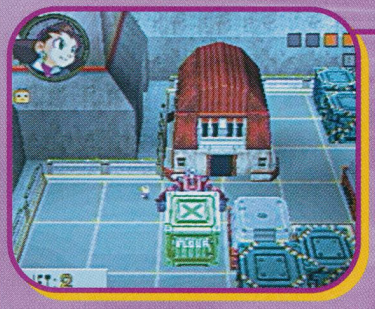
Lifts 2 and 3: Pick up and carry the Green Containers that are to the north and east of the Metal Crate you just dropped into the ocean.

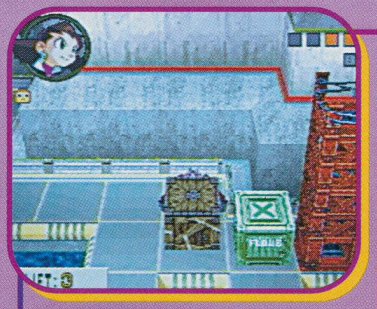




Lift 4: Return to the Metal Crate in the ocean and pick up the Wooden Crate to the west. Carry it to the square directly across from the Pink Container and drop it in the ocean such that this Wooden Crate becomes the first step of a two-step bridge.



Lift 5: Use the Metal Crate bridge to get to and pick up the Green Crate to the west. Bring it to the ship.

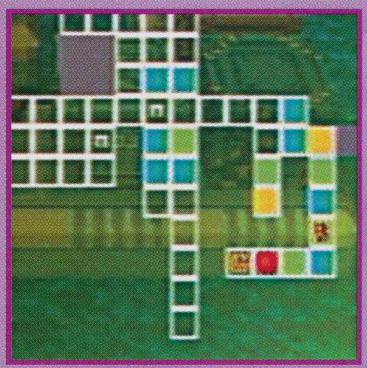


Lift 6: Now grab the Wooden Crate in the northeast corner of the area, behind the Green Container, then follow the path to the west and out across the Metal Crate in the ocean. Then, roll south and out onto the Wooden Crate in the ocean and drop your Wooden Crate to complete the bridge to the Pink Container.

Lift 7: Carry the Pink Container to the ship.

Lift 8: Carry the last Green Container to the ship across the Wooden Crate bridge.

Round 6



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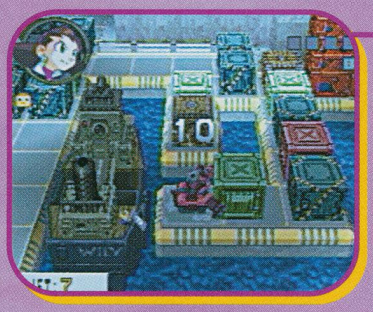
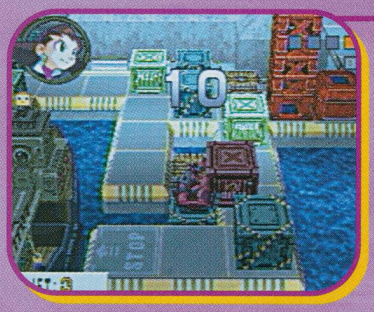
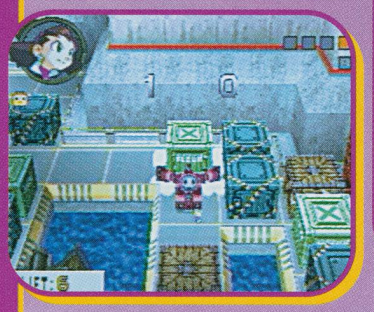


Lift 1: This one is pretty easy! Just pick up the Green Container to your right and drop it in the ship to your left.

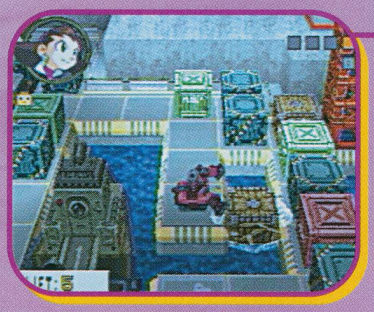


Lifts 5, 6, and 7: Carry the Pink Container and two closest Green Containers to the ship.

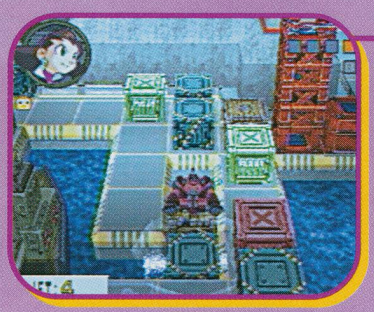
Lift 2: Jump up onto and travel across the row of Crates to the Green Container immediately northeast of the ship. This seems odd, but it is the right thing to do; standing one square north of it, pick up the Green Container and set it in the square to the north against the wall.



Lift 8: Pick up the last Green Container in the northwest and carry it exactly 10 steps to the ship.



Lift 3: Now pick up the Wooden Crate to your south, roll to the end of the pier, and set it in the water to the east.



Lift 4: Roll out onto the Wooden Crate, pick up the Metal Crate, and set it in the ocean to the south.

Post-Level Meeting

With 12 Green Flour Containers and 3 Pink Coffee Containers, your total from this trip should be about 150,000 Zenny. You'll also see the Brains ratings go up on the Servbot you brought. Construction on Training Course 2 should be finished now.

The Misadventures of
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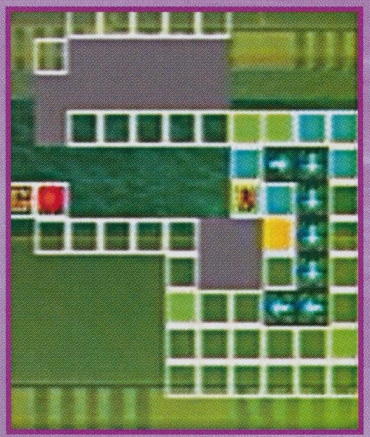
Level 3

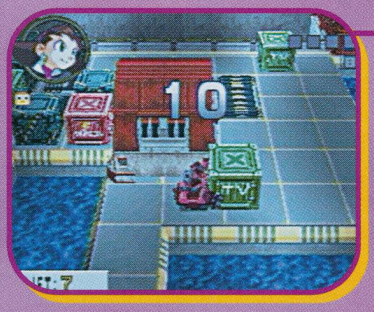
Level 3 of this Mission introduces a new element to the Container puzzles. You must figure out how to conquer the moving Conveyor Belts!

Goal: 400,000 Zenny. Collect all four Green TV Containers and the mysterious Pink Container in each round. You can only make 8 lifts, and can only take your lifted Container up to 10 steps.

Recommended Servbots: Any of the Lab Servbots, such as #2, #30, #31, #32, #33, or #34. Don't bring the same Servbot you had from Level 2 unless his Brains rating needs to come up one more point for his Skill to be recognized.

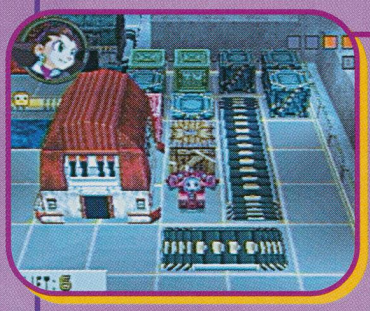
Round 7

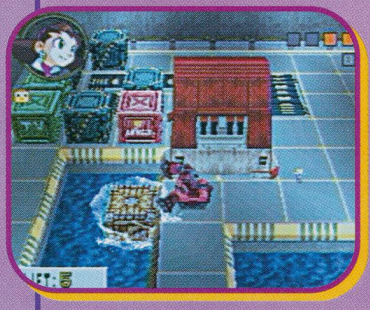




Lift 1: Pick up the closest Green Container and bring it to the ship.

Lift 2: Now pick up the next closest Green Container, the one sitting by the Conveyor Belt. When you have it, roll one square onto the Conveyor Belt and let it drop you onto a square closer to the ship. You have nine steps left, and that's exactly how many squares between you and the ship.





Lift 3: Jump up onto the row of crates and roll safely over to the Wooden Crate between the red-and-white building and the Conveyor Belt. Pick up the Wooden Crate, come back around the red-and-white building, and drop the Crate in the ocean behind the building.

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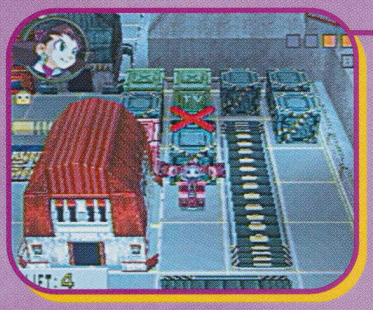
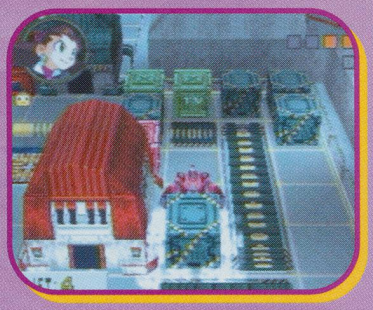
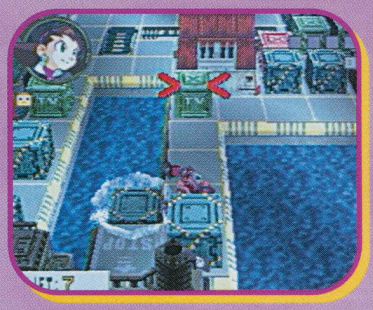
Round 8

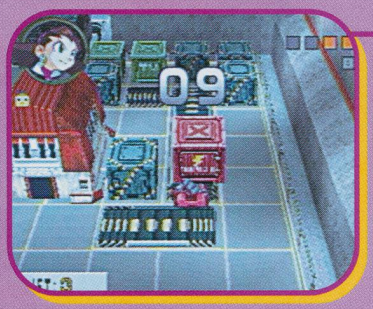




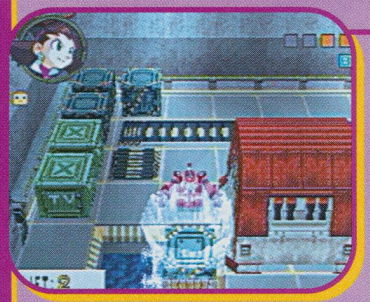
Lift 4: Return to the square that held the Wooden Crate, pick up the Metal Crate, and set it behind you two squares from its starting place.



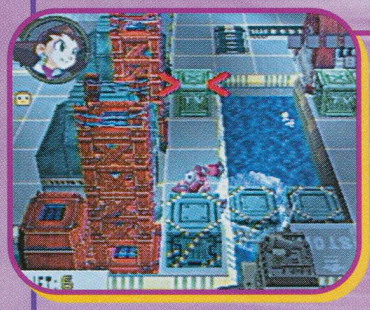
Lift 1: Jump over the first Metal Crate, stand in the square between the two Metal Crates, then pick up the second Metal Crate. Drop it in the ocean to the west.



Lift 5: Pick up the Pink Container, step onto the Conveyor Belt, and take the Container to the ship.

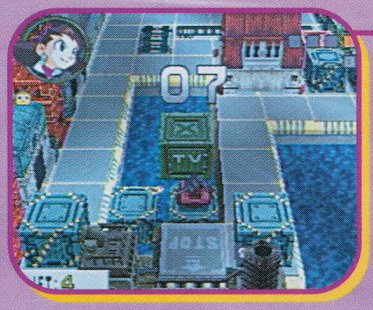


Lift 6: Roll over the crates to the other end of the Conveyor Belt and stand between the Metal Crate and the red-and-white building. Pick up the Metal Crate and drop it into the ocean next to the Wooden Crate.



Lift 2: Make your way across the Conveyor Belt to the opposite side of the water, pick up the second Metal Crate, and drop it next to the first to create a bridge.

Lifts 7 and 8: Carry the last two Green Containers across the bridge to the ship.



Lifts 3 and 4: Bring the two closest Green Containers to the ship using the new bridge.

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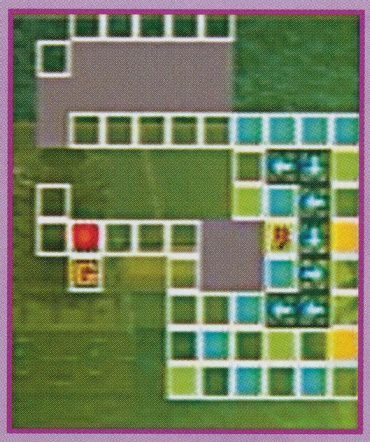
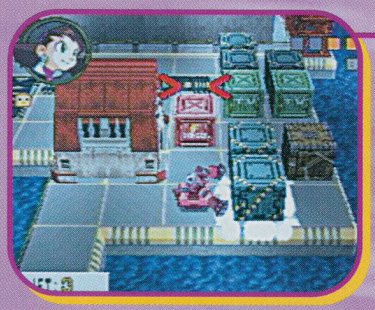
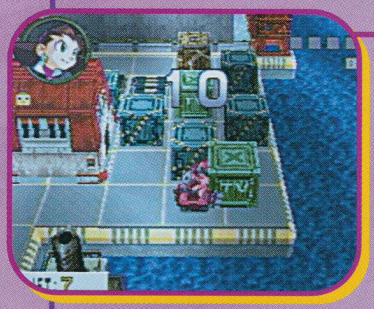
The Misadventures of
Tron Bonne

Round 9

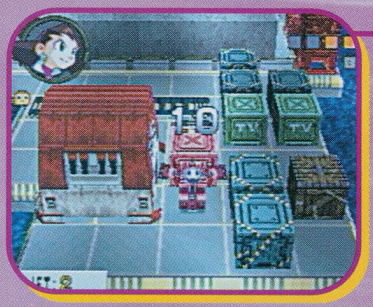




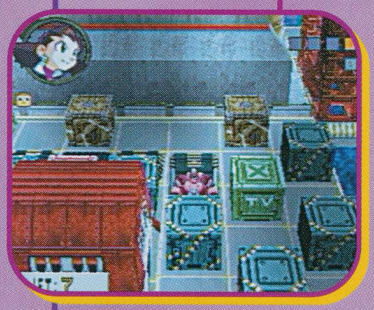
Lift 5: Pick up the Metal Crate south of the Pink Crate and put it aside to the right.



Lift 1: Roll north and east to grab the closest Green Container and bring it to the ship.



Lifts 6 and 7: Carry the Pink Container south to the ship. Then, come back for the Green Container that sat directly next to the Pink Container.



Lift 2: Jump into the middle of the three Metal Crates and the Green Container. Now, jump up onto the Green Container and down onto the Conveyor Belt, which rolls you into the Metal Crate. Pick up the Metal Crate and let the Conveyor Belt move you into the square the Crate was sitting in. Drop the Metal Crate west directly between the Green Container and the other Metal Crate.

Lift 8: Pick up the last Green Container, step onto the Conveyor Belt, and head south to the ship.

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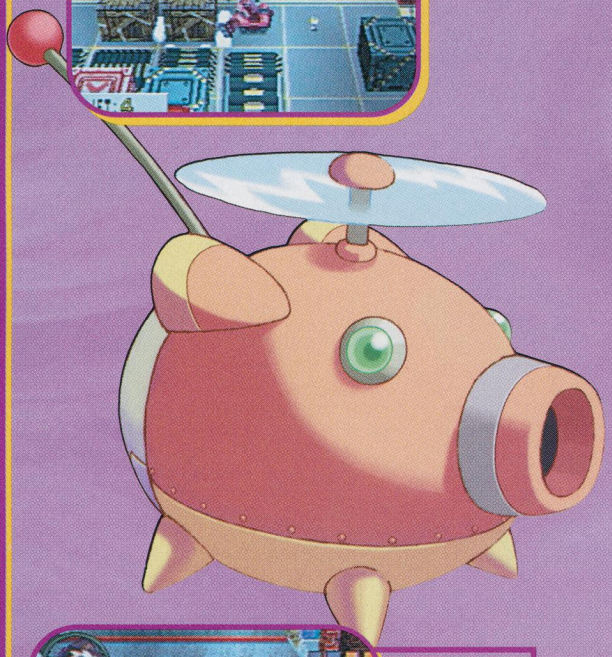
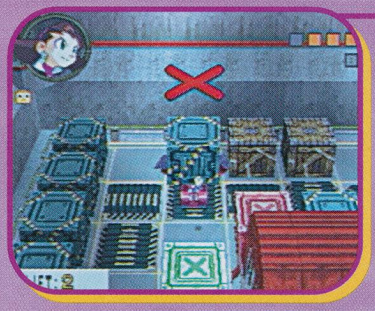
Lift 3: Stand one square north of the same Green Container, pick it up, step onto the Conveyor Belt, and then head straight for the ship.

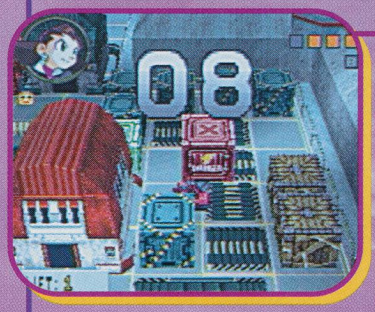
Lift 4: Pick up the Wooden Crate next to where the last Green Container sat. Put it down directly beside the Wooden Crate to the west.



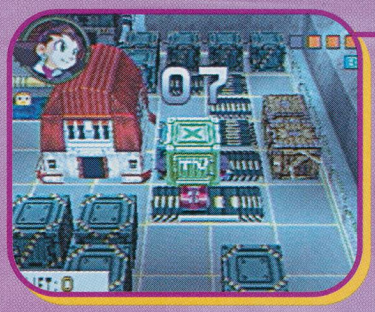
Lift 5: Pick up the Green Container in the same row to the west of the Wooden Crates, step onto the Conveyor Belt, and ride it to the end. Take the Green Container to the ship.



Lift 6: Stand in the square to the west of the Wooden Crate, step onto the Conveyor Belt, and pick up the Metal Crate to the south. Let the Conveyor Belt roll you one square forward, then put the Metal Crate down to the west. The Conveyor Belt will roll it south into an empty square.



Lift 7: Now pick up the Pink Container, step onto the Conveyor Belt directly north of where the Pink Container was, and take the Container to the ship.



Lift 8: Pick up the last Green Container and repeat the last step.

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The Misadventures of
Tron Bonne

Post-Level Meeting

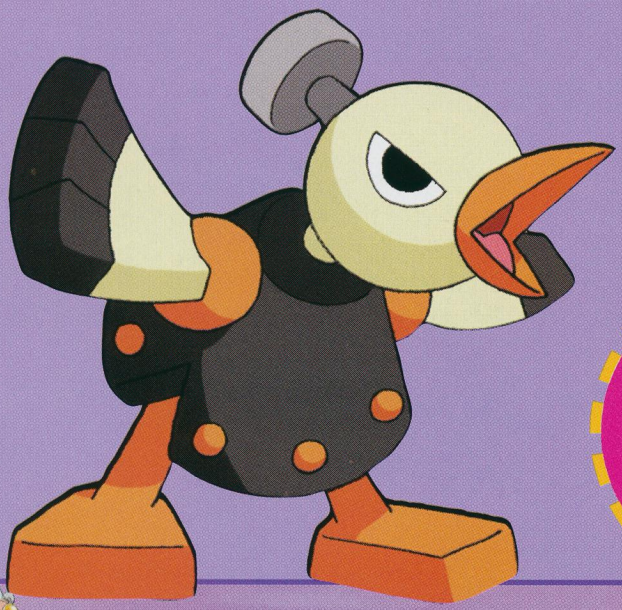
With 12 Green TV Containers and 3 Pink Electronics Containers, the grand total for the last Containers trip should be about 400,000 Zenny. You'll also see the Brains ratings go up on the Servbot you brought.

Go to the Meeting Room and talk to Servbot #8. When he asks if you knew he was a good shot, tell him "yes." Then, move to Headquarters and talk to Servbot #1. Servbot #1 makes the observation that while Servbot #8 is a sharp-shooter, his eyes aren't up to par. Return to the Meeting Room.

Speak with Servbot #8 again, and once again, answer "yes" when he asks if you knew he was a good shot. This time he'll mention that he's distressed that he lost his new Contact Lenses. Talk with Servbot #10, who just happens to have found the Contact Lenses at this very moment! Give Servbot #8 his Contact Lenses and his Sniper Skill is realized.

tip

Now is a good time to upgrade the Gustaff's parts and move onto an action level such as the Bank or RPG Missions.



tip

Once the Gustaff is upgraded a bit, pick out a few Servbots to accompany you on Mission 4 into the ruins. Several items in Treasure Chests will give you the major weapons and armor upgrades for the Gustaff that will make you really tough!

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Level 1

Goal: Blue Aurora Stone (worth 50,000 Zenny)

Recommended Servbots: Bring your fastest Servbots, especially those whose Brains ratings need a boost.

Use the Beacon Bombs to target new Digging areas, talk with other Diggers, and to direct the Servbots to attack enemies.

It's time to go on a "Digout." You accompany three Servbots down into the Digging caves using the Finkel. The Finkel is a hovering remote-controlled camera-robot that has no weapons but can shoot Beacon Bombs. Keep in mind that the Finkel does take damage from enemies and falling rocks! If the Finkel gets completely worked over, the Mission ends.

The Misadventures of
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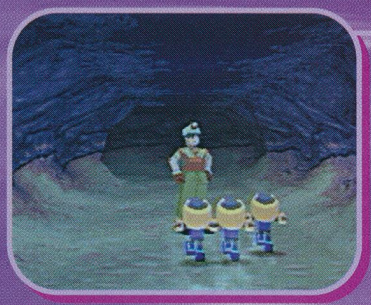
1. Watch out for Bats! Bats will fly right into the Finkel and damage it if you get too close too quickly. Either approach to scatter them and then back up quickly to avoid getting hit, or send the Servbots ahead and wait until the Bats have flown by to proceed.



2. Straight ahead is a Digger the Servbots can talk to. Target him with a Beacon Bomb to send the Servbots in for a chat. He's in here looking for the three Aurora Stones. He suggests that you all team up and find them together. Even though he doesn't look too dependable, it's always a good idea to have help. The Digger's name is Dantz.

3. Looks like a Cave-in here. You'll have to come back in Level 2 with a drilling vehicle to explore the area. Dantz is eager to use something called ultra dynamite in this Cave. He's not the brightest bulb, is he?

4. There's a Treasure Chest! Use a Beacon Bomb to open it up. Oh, it's empty. Some Digger has already been here.

5. Avoid getting hit by these Stalactites by simply approaching them and then backing away.

6. What is that blue thing? Dantz explains that this is a Trap, and that Digging Caves are full of them. The only way to turn off a Trap is to hit the Switch. This is a job for the Servbots! Target the Yellow Switch with a Beacon Bomb. At least one of the three Servbots will make it by. Don't worry if any Servbots get hit by Traps. They always come back in perfect shape.

tip

When you place the Beacon Bomb target over any Switch, it has to be very exact or the Servbots go examine the ground next to the Switch. You may have to try several times, but you'll get it.

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7. Don't be surprised by these Bats as you turn the corner!

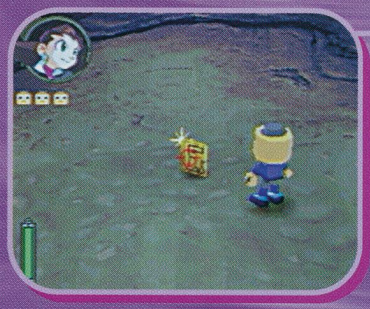
8. Just beyond the Bats are two rows of Stalactites waiting to drop on innocent Digger heads. Send your Servbots ahead to drop them before you reach them.

9. Look out for the next batch of Bats as you head down this long corridor.

10. Have the Servbots check the hole to snag the 800 Zenny hidden inside.

11. See the Barrel in the corner here? Use the Finkel to ram it several times to reveal some free Zenny.

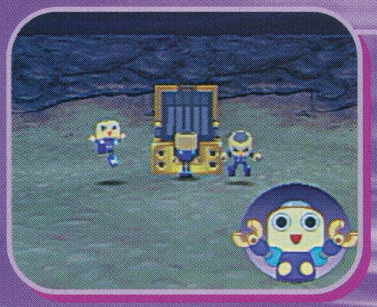
12. Uh-oh, it's another Trap! Don't get too close or the Finkel will be crisped. Instead, aim the Beacon Bomb target at the Switch in the nook to the right. The Trap is disabled when the rock falls from the ceiling.



13. Here's a Card Key. Use this to open the next Treasure Chest you find.

14. Be sure to nab the Zenny by ramming this Barrel as you go by.

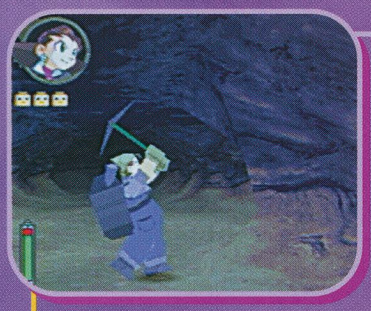
The Misadventures of
TRON BONNE



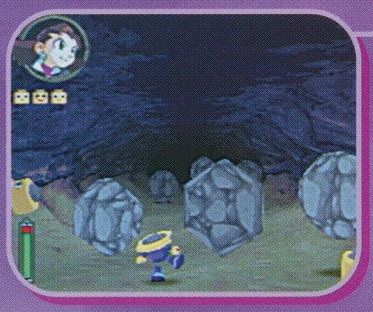
15. Have the Servbots use the Card Key on the Treasure Chest to find an E. Bottle 1. That'll sure come in handy if the Finkel needs to repair any damage.

16. This small area contains two Barrels and some strange writing on the wall. Dantz recognizes it as one of Uncle Digg's Tips. Apparently, Uncle Digg, a famous Digger, knew of another treasure in these caves called "The Elixir of Youth." You need three crystals for the Elixir, and the first is in this room.

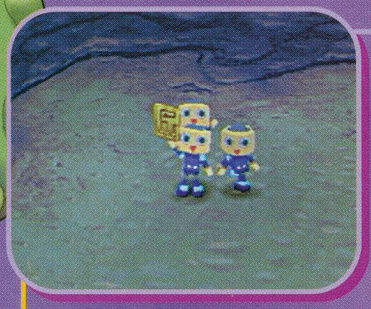
17. Dodge the low-flying Bats in this hallway.



18. The person trying to pick-ax through the wall up ahead is another Digger. When the Servbots introduce themselves, the response is not exactly enthusiastic. This Digger is named Maude, and she's stuck (even though she doesn't want to admit it). She can't get past the Trap around the corner.

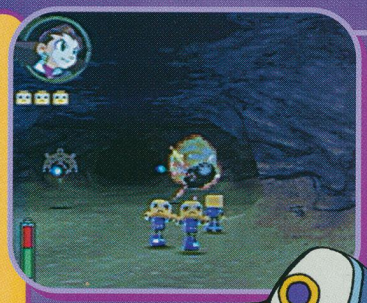


19. Ouch! This Trap is going to be tougher than the last few Traps because the Switch is too far away to target from safety with the Beacon Bomb. Wait for the first set of boulders to fall, then move into the space in front of the second set of falling boulders. Wait for them to fall, and move into the space in front of the third set of boulders. From here, you can either target the Switch or just move through the last set of boulders and then turn the Trap off.



20. There's another Card Key beyond that Trap. Good work!

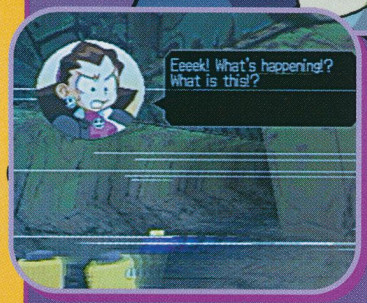
21. Target the Treasure Chest with the Beacon Bomb and use the Card Key to reveal the Room Key.



22. Look out for these Reaverbots! Use Beacon Bombs on each of them to have the Servbots take them both out. There's no need to panic—these Reaverbots are slow and can hurt you only if they get up close.

The moment Dantz hears that the treasure is behind this door, he goes racing in. But just a moment later, he's right back out again yelling something about a Giant Reaverbot!

Perl explains that she was just about to mention that. The Servbots *really* don't like Reaverbots and are scared out of their wits! But, after a little positive reinforcement, they're ready to reluctantly go in.

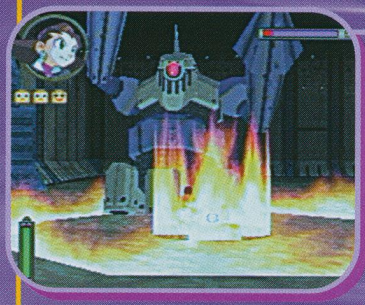


23. The Finkel must be stuck in some kind of force-field Trap. It'll be tough because the Finkel is shaking back and forth, but do your best to target the Beacon Bomb on the Switch right in front of you. After the Servbots activate it, the Finkel is free again.

Giant Reaverbot

The Reaverbot may look imposing, but it's not hard to beat. The answer to your Reaverbot problem is the four Fire Trap Switches, one in each corner of the room.

24. This is it! Tell the Servbots to use the Room Key on the door.



Once you have targeted a Fire Trap Switch and the Servbots activate it, a ring of flames rolls outward around the Switch. The idea is to lure the Reaverbot in and catch it in the flames.

Huh? Who's this? Just as you were about to step through the door, a girl appears and introduces herself as Perl. She's looking for the Aurora Stones too, but she knows that getting the treasure isn't as easy as just walking through this door.

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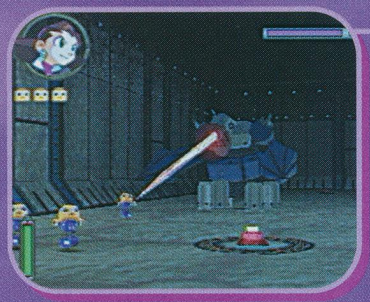
To accomplish this, it's easiest to fly backward around the perimeter of the room, targeting each Switch as you go. To do this, press and hold ↓, and use R1 and L1 to turn left and right. You'll be able to keep both the Servbots and the Reaverbot in sight, and it becomes much easier to target the Switches when the Reaverbot is in range.

To lure the Reaverbot into each Fire Trap, maneuver the Finkel against the wall directly behind the Switch. Target the Switch, but don't activate it until the Reaverbot is almost on top of it. Activate it, then back up quickly until you're against the wall behind the next Switch. If the Reaverbot begins an attack after being damaged, continue to fly backward around the perimeter until the attack is over, then lure him again.

caution

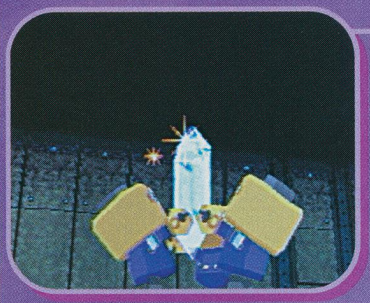
Be careful not to be too close to the Fire Trap yourself when it goes off. The Finkel isn't flame resistant!



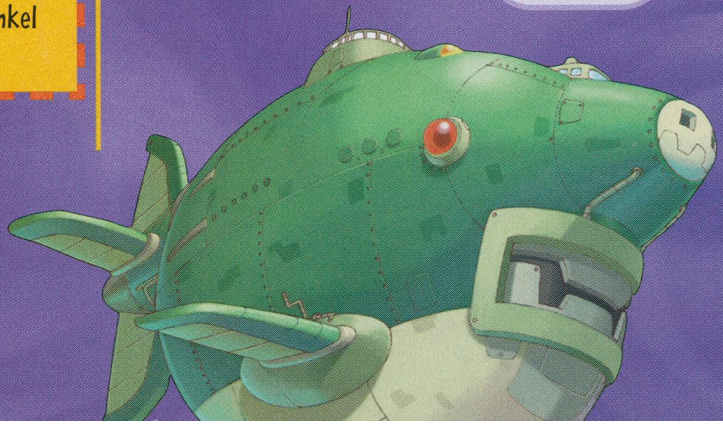
The Reaverbot has two attacks. The first is a Laser Attack. Simply move aside when you see the Reaverbot build up a red ball of energy and bend its head.

The Reaverbot's next and most impressive attack is to quickly approach its targets while slamming its lengthened mechanical arms across the floor. You *don't* want to get caught under its arm, so be on the move when the Reaverbot begins this attack.

When the Reaverbot has been scorched four or five times, its insides reach maximum overload.



And here is your prize, the Blue Aurora Stone! Perl and Dantz turn green with envy.



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Post-Level Meeting

The Servbots are able to sell the precious Blue Aurora Stone for 50,000 Zenny, and you've returned with the Blue Crystal from Uncle Digg's Cave. The Brains ratings should go up on the Servbots who accompanied the Finkel. Construction on Teisel's Room should be complete now.

Visit Teisel's Room and talk with Servbot #28. While cleaning, he found a note that Teisel had been working on. Take the Bottle Notes from him and head to the Lab.

In the Lab, once Servbot #30 has built an E. Tank or two, Servbot #33 will become inspired to build a new version of the E. Bottle. Give him the Bottle Notes and he'll develop the plans for the newest thing in E. Bottles: E. Bottle 3!

Talk to Servbot #16 in Headquarters. He found a Handkerchief at Loathe's that is apparently pretty ugly. But what the heck! Bring it to Servbot #35 in the Meeting Room and he'll give you the option of painting the Gustaff in the Handkerchief's dark look.

Stroll on into the Gym and speak to Servbot #13 on the treadmill. He wants to give you the Bon Parts that he found. Take the Bon Parts to Servbot #35 in the Meeting Room. You'll gain the ability to paint the Gustaff just like Bon Bonne!

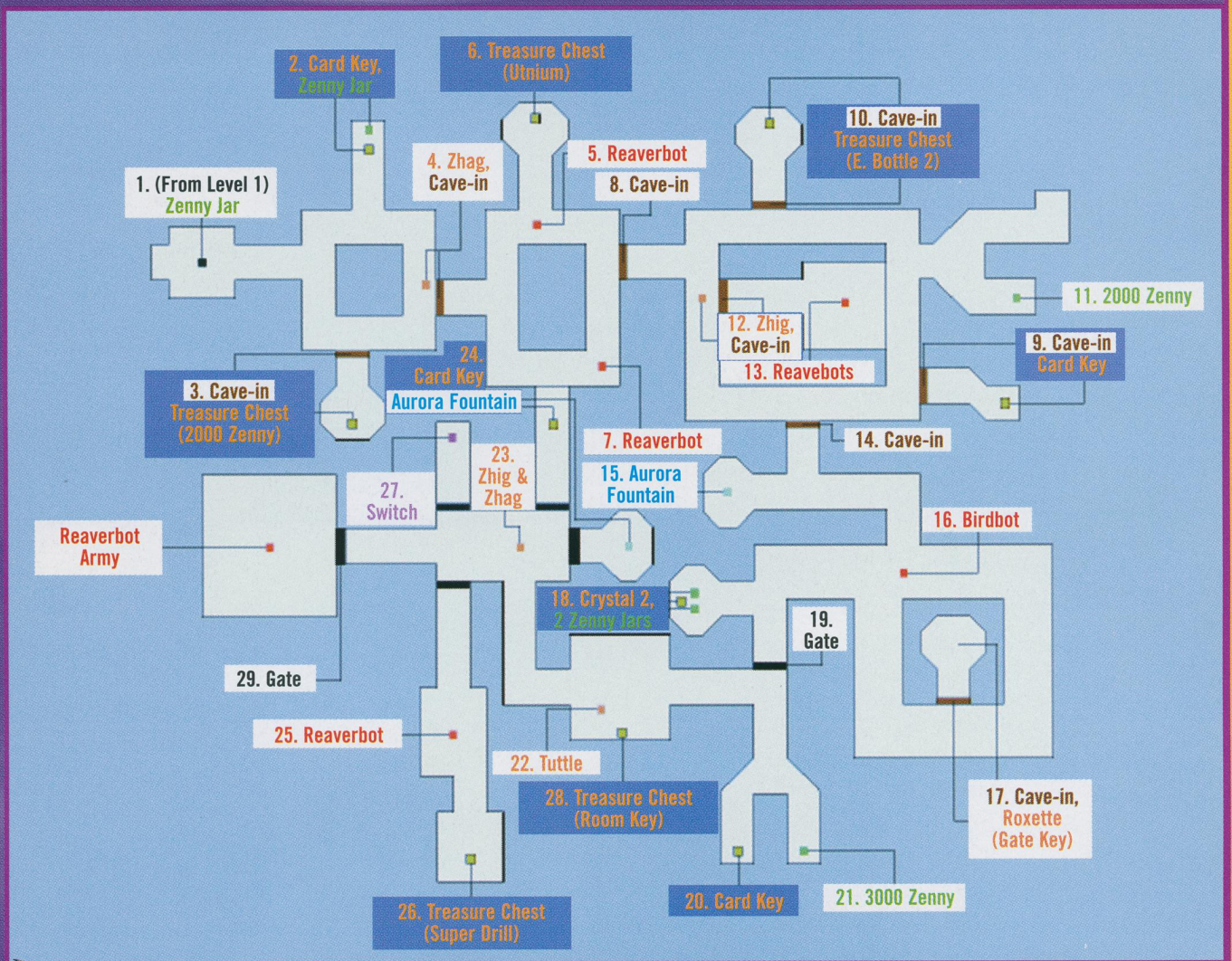
The Misadventures of TRON BONNE

Level 2

Goal: Yellow Aurora Stone (worth 150,000 Zenny)

Recommended Servbots: This is a good Mission to raise the Brains ratings of your best Attack and Speed Servbots.

Level 2 is very similar to Level 1, but now one of the Servbots will use a drilling vehicle, the Servbot Borer. To use the Servbot Borer, target the Beacon Bomb on a cracked wall or Cave-in, and a Servbot will use the Borer to break through into new passageways and unexplored rooms.



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1. Yup, this familiar set of caves is where you'll begin your next Digout adventure. Make your way around each corner to the Cave-in that Dantz wanted to blow up with dynamite. Target the Beacon Bomb on the Cave-in and the Servbot Borer breaks through, leaving a passageway for you and the Servbots.

2. It's the first Card Key of the Mission. This means there must be a Treasure Chest somewhere nearby. Behind the Card Key is a Zenny Jar. Target it with the Beacon Bomb to have the Servbots examine it. A little snake-like creature pops out to bite at the Servbots and then drops Zenny all over!

3. Head around the corner and drill through the wall to the south. Here's a Treasure Chest, but you don't need a Card Key to open it and snag 2,000 Zenny.

4. Just around the corner is a very small Digger named Zhag. He suggests that you try breaking through this cracked wall. Sounds like a great idea!

5. Don't turn the corner unless you've got your finger on the Beacon Bomb and it's ready to target. There's a Reaverbot that spits fireballs in the hallway, so send the Servbots over quickly to take it out of commission!

6. Break through the wall to the Treasure Chest in this room. Use the Card Key to open it and voilà! You found Litnium! It will come in handy in the Lab when you get back to the *Gesellschaft.*

7. Come around the corner of this square hallway and you'll be face to face with another fireball-lobbing Reaverbot. Send the Servbots over to clear a safe passage for you.

8. Break through the hole in the east wall. (The map shows a hallway to the south, but you don't have access to it yet, so ignore it for now.)

9. Break through the wall in the southeast corner of this hallway to find the next Card Key.

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10. Now follow the hallway north and west to the next hole in the wall. Break through the wall and use the Card Key to open the Treasure Chest. Inside you'll find an E. Bottle 2. Use it to repair either a damaged Finkel or Gustaff.

11. In the northeast corner of this large square hallway is a smaller corridor. Go down the fork to the right to find 2,000 Zenny in a hole in the wall!

12. Is that Zhag? Have the Servbots speak to him to discover that this is his brother, Zhig. He suggests that you break through the wall behind him and check out what's inside. You may want to read the next step before you go in there!

13. If you enter this room, all you're going to find is Reaverbots! These eight Reaverbots float through the air toward you once you are detected, and then blow up on impact. They're extremely slow and easy for the Servbots to destroy. However, there is nothing else in this room.

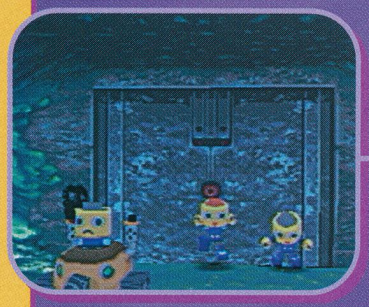
14. Drill through the Cave-in in the south corridor and move south.

15. In the first room to the west is an Aurora Fountain. Glide the Finkel into its blue rings to bring the Finkel's energy back up to full power.

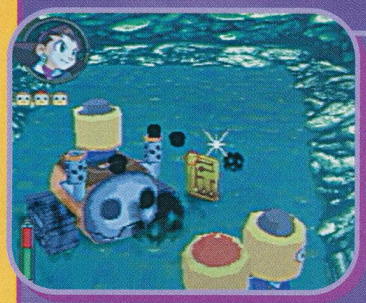
16. Ugh, it's one of those Birdbots that work for Loathe! What's he doing down here? He starts lobbing Bombs at you, so sic Servbots on him!

17. With the Birdbot out of commission, you're free to explore the area. Break through the wall just south of the smoking Birdbot. There's a woman in here! Roxette is grateful to be free and gives you the Gate Key.

18. The room in the west contains the next of Uncle Digg's tips! And that means that you've found Crystal 2, the Green Crystal. Only one more to go and you'll have the Elixir of Youth. Don't forget to have the Servbots take as much money as they can from both of the Zenny Jars before you leave this room.



19. Use the Gate Key in this metal door to open it.



20. Follow the corridor south and you'll find a Card Key in the west branch of the forked hall.

21. In the east branch of the forked hall is a hole in the wall containing 3,000 Zenny!

22. That Digger sure is wearing unusual clothing. His name is Tuttle, and it's not just his clothes that are weird. He speaks in riddles and occasionally raps each of your innocent Servbots on the head with his cane. It's probably just best to leave him alone.

23. How'd Zhig and Zhag get here ahead of you? Anyway, they want to play a game with you. If you can answer each of their questions, they'll open the corresponding locked doors for you.

Question 1: What is the name of the treasure in this cave?

Answer 1: Aurora Stone

Question 2: What is the name of the incompetent Digger?

Answer 2: Dantz

Question 3: What is the name of the Digger who carries a pick?

Answer 3: Maude

Question 4: What is the name of the Digger who writes notes?

Answer 4: Digg

Question 5: What color of switch stops a steel ball trap?

Answer 5: Blue

Question 6: What color of switch stops a fire trap?

Answer 5: Red

Question 7: Which key opens a locked room?

Answer 7: Room Key

Question 8: What is the color of the first Aurora Stone you found?

Answer 8: Blue

Question 9: How many times do you have to dig to get here?

Answer 9: 5

Question 10: What is the name of this island?

Answer 10: Ryship Island

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24. Enter the newly opened hallway to the north and pick up the Card Key. But don't go through the doorway to the north unless you want to end up back in the hall near the beginning of the level. It's a one-way-only door, and you can only leave this hall by going through the door to the north. Instead, return to the main room and peek through the east door to see an Aurora Fountain. Make sure your energy is completely full before moving on.

25. More floating Reaverbots! There are only five in this room, so have the Servbots attack. When the room is clear, the door in the back of the room opens.

26. Use the Card Key in the Treasure Chest in this room. Inside you'll find a Super Drill, a new attachment for the Servbot Borer!

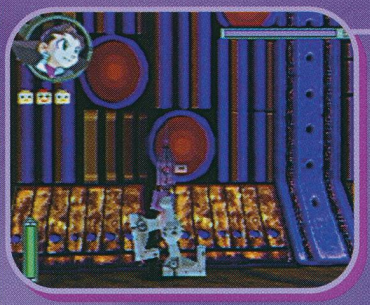
27. From the Treasure Chest, travel north until you find a Switch and have the Servbots activate it.

28. What was that noise? It sounds like it came from the lake, so return to the area where Tuttle is lurking. Wow, the lake has receded to reveal a Treasure Chest! Target the Treasure Chest with a Beacon Bomb to get the Servbots to open it. Inside the Chest is the Room Key.

29. Now that you have the Room Key, explore the final hallway west of Zhig and Zhag's area. Have the Servbots use the Room Key on the locked door at the end of the hall.

Reaverbot Army

When the Servbots walk through the door, the first thing you'll see is a pack of Reaverbots. This immediately sends the Servbots into a panic attack, but it's really a lot easier to get the Aurora Stone than it looks!



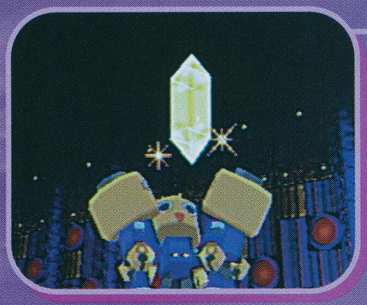
Enter the room and avoid the green Reaverbots. Instead, find the purple Reaverbot. The secret of these old robots is this: whenever the purple Reaverbot sits down, it transmits a remote signal to all of the green Reaverbots and commands them to march toward you.

Post-Level Meeting

Command the Servbots to attack the purple Reaverbot mercilessly. The more running around it does, the longer the green Reaverbots stand in place.

Watch out, the purple and green Reaverbots attack with a stream of flames if you get too close!

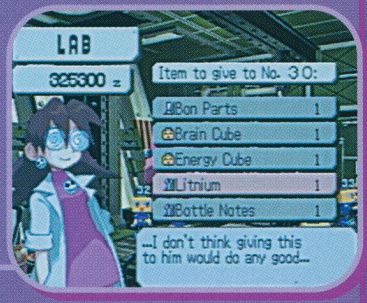
With the purple Reaverbot out of the picture, the green Reaverbots self-destruct and the room is clear.



Your prize awaits: it's the Yellow Aurora Stone!

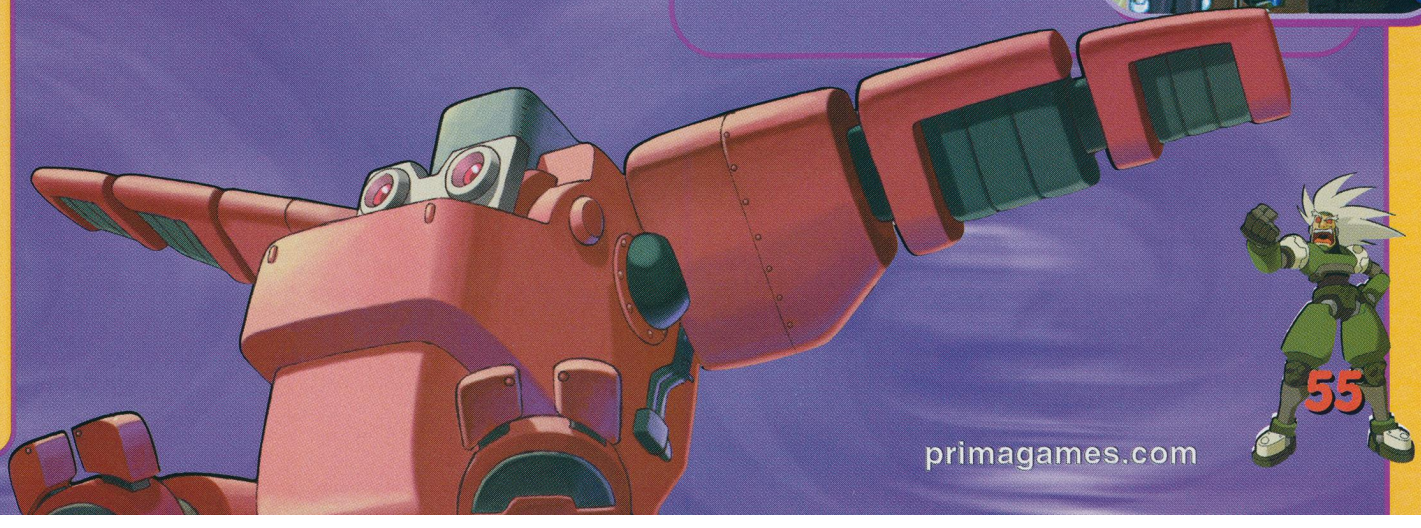
The Servbots are able to sell the incredibly rare Yellow Aurora Stone for 150,000 Zenny, and you've returned with the Green Crystal and about 75,000 Zenny from the caves. The Brains ratings should go up on the Servbots that accompanied the Finkel.

Bring the Litnium to the Lab. Once you've developed E. Tanks 1 and 2 on the Gustaff, Servbot #30 can use the Litnium to make a great new lighter E. Tank!



After you give away the Litnium, speak with Servbot #2. Apparently, he's had this Paint Set that he doesn't use so he thinks you should give it to someone else.

Bring the Paint Set to Servbot #35 in the Meeting Room. He's been dying to paint something, and he thinks the Gustaff is a great choice. Pick a theme for him to use and he'll paint the Gustaff for your next Mission.



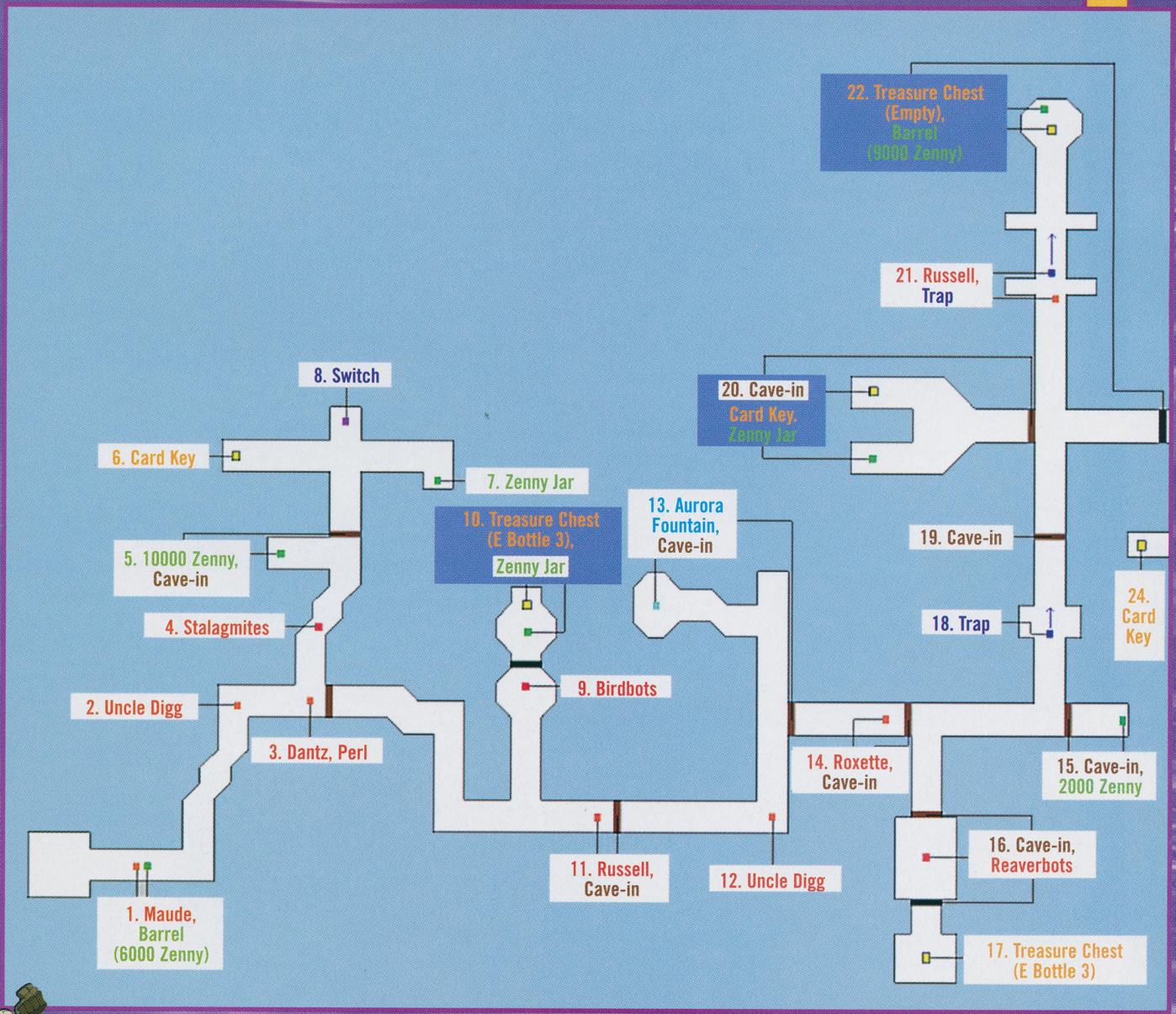
The Misadventures of TRON BONNE

Level 3

Goal: Red Aurora Stone (worth at least 400,000 Zenny)

Recommended Servbots: Pick out your best Attack and Speed Servbots whose Brains ratings haven't maxed out yet.

Level 3 is the last level of the Digger Mission. You utilize the Servbot Borer again, but to access every room you'll need to find a special part for the Borer while inside the Caves.



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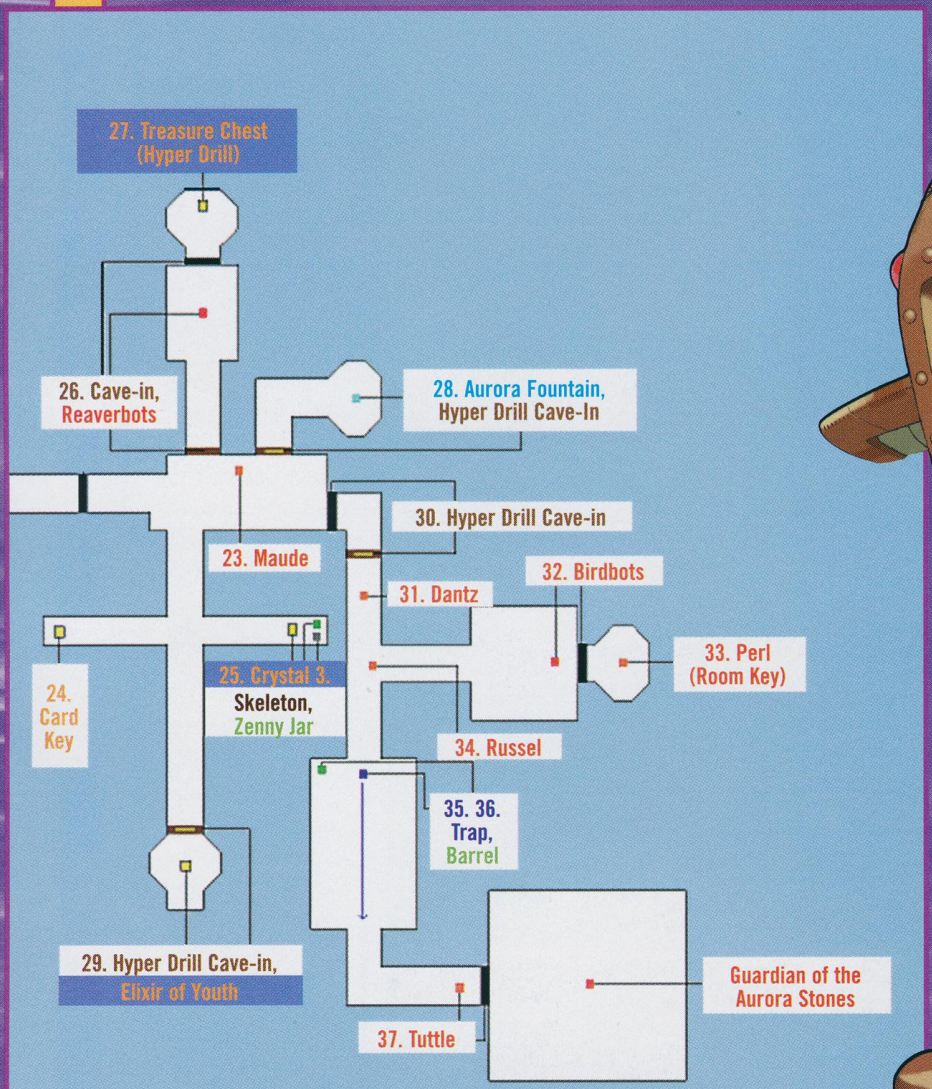
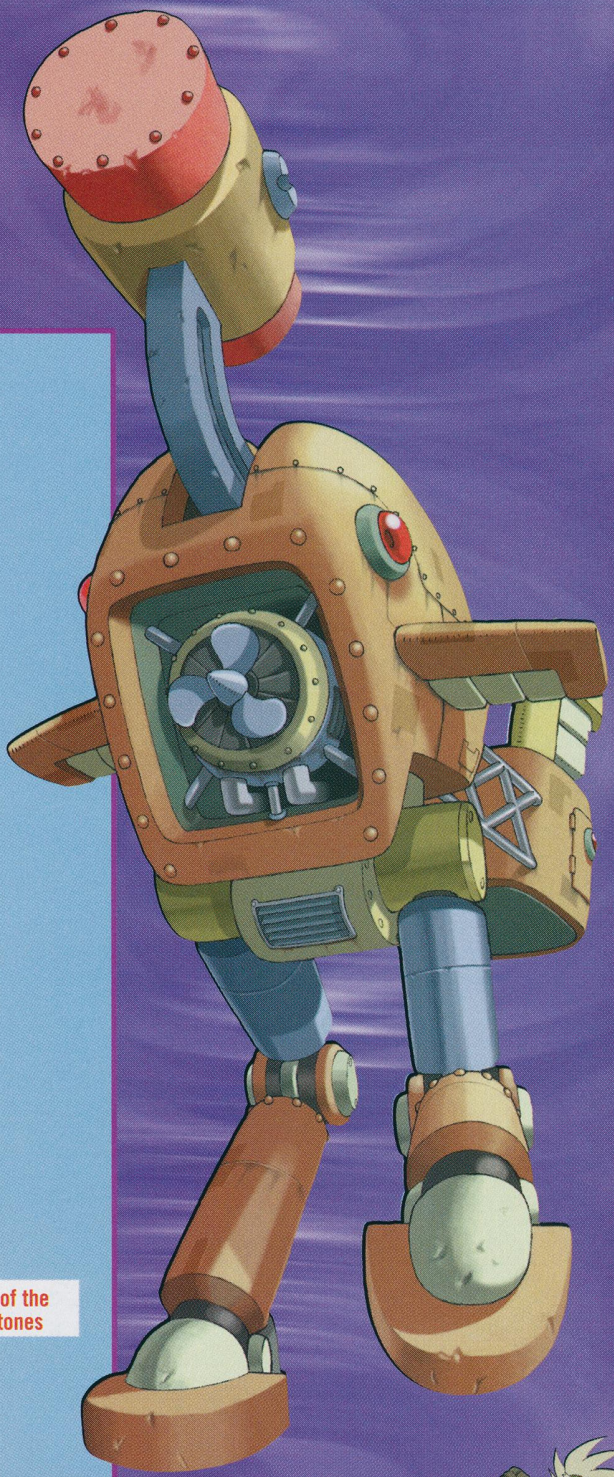

27. Treasure Chest (Hyper Drill)
26. Cave-in, Reaverbots
28. Aurora Fountain, Hyper Drill Cave-In
30. Hyper Drill Cave-in
23. Maude
32. Birdbots
31. Dantz
33. Perl (Room Key)
24. Card Key
25. Crystal 3.
Skeleton, Zenny Jar
34. Russel
35. 36. Trap, Barrel
29. Hyper Drill Cave-in, Elixir of Youth
Guardian of the Aurora Stones
37. Tuttle



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1. Just as you begin to make your way into the first chambers of the Digging Caves, there's Maude, picking away at the rock wall. She's determined that this time you won't get ahead of her! Make sure to collect the 6,000 Zenny from the Barrel before moving on.

2. Wow! Is that Uncle Digg up ahead? It is! The most legendary Digger of all time is waiting to talk to you. When he asks if you've been collecting the Crystals, tell him "Yes."

3. You've caught up with Dantz and Perl too. And wouldn't you know it, Dantz is standing next to a Trap. Perl quietly requests behind Dantz's back that you help by finding the Switch. No problem!

4. Move north carefully; there are some Stalactites just north of Perl and Dantz.

5. Just north and to the west of the Stalagmites is a small hole in the wall containing 10,000 Zenny. Break through the wall to the north of the Zenny you just picked up.

6. Follow this corridor north and then west to the Card Key.

7. Head east to the other side of this T-shaped hall and have the Servbots grab as much Zenny from the Zenny Jar as it will give.

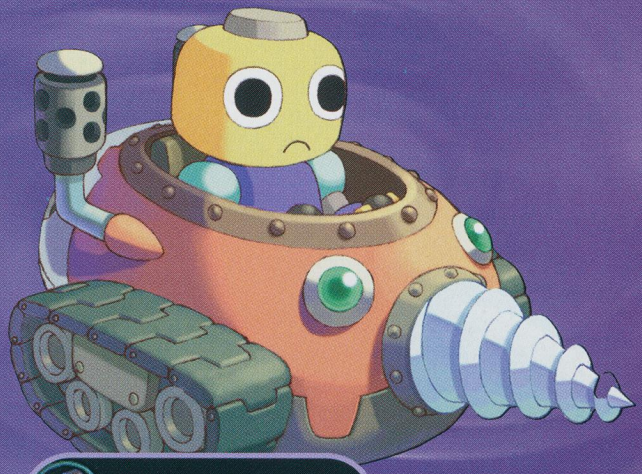
8. Now it's time to press the tantalizing candy-like Switch you've passed up twice. The Servbots are very worried about the explosion behind them, but you probably have a pretty good idea what it was. Run down the hall back to Perl to find Dantz on the floor, smoldering. He seems to be fine. And on the bright side, there's now a hole in the east wall! Go on through.

9. Oh great, a couple more of Loathe's Birdbots are in here guarding a door. Time to kick some Birdbot hiney! Target Beacon Bombs on each Birdbot until the Servbots leave them in a smoking, defeated heap. "You're tougher than you look!" they grumble as you head through the door behind them.

10. Pillage the Zenny Jar, then use the Card Key on the Treasure Chest in the back of the room. The Servbots pull an E. Bottle 3 out of the Chest.

11. Looks like there's another Digger right in front of the Cave-in. (He looks more like a superhero than a Digger!) He's a veteran Digger named Russell, and he warns you that Traps are ahead. He sure is nice!

12. Wow, Uncle Digg got ahead of you somehow. He wants to make sure you're still collecting those Crystals.



13. Follow the hall all the way to the end and west to find the Aurora Fountain. Then use the Borer to break through the Cave-in to the east.

14. You seem to be running into every Digger on the island in these Caves. There's Roxette, and she's having trouble getting through the partially open door. Luckily, the opening is Servbot-sized. Target the Switch through the opening to have the Servbots activate it and open the door.

15. Use the Borer on the Cave-in at the east end of the hallway. Command the Servbots to pick up the 20,000 Zenny in the wall.

The Misadventures of
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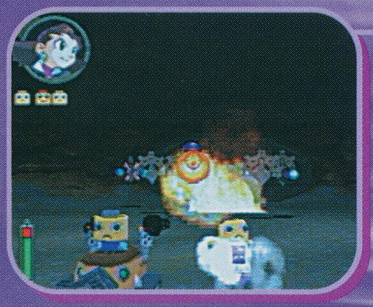

16. Now drill through the Cave-in south of the small room with 20,000 Zenny. The moment you step in, you'll face eight more floating Reaverbots—piece of cake for the Servbots! Just target each Reaverbot with a Beacon Bomb once or twice and the room will be clear in no time.

17. When the Reaverbots are gone, the gate opens to reveal your reward, the Treasure Chest. (If you don't have a Card Key yet, there's one coming up.) Inside the Treasure Chest is an E. Bottle 3.

18. Trap ahead! This looks like a more complicated version of the first trap you faced with Dantz in Level 1. Carefully target the Switch beyond the two swinging Pendulums with a Beacon Bomb and your fastest Servbot will scurry through to shut the Trap off.

19. Just beyond the Trap is another Cave-in for your Servbots to drill through.

20. Move north just a little bit, then turn west and drill through the next Cave-in. Run through both sides of the forked hall to find a Card Key and a Zenny Jar. (If you didn't open the Treasure Chest in Step 17, use this Card Key there now.)

21. There's Russell! He seems to be trying to work out a problem. Apparently, he can't reach that bar out over the chasm. But you know who can! Target the bar with a Beacon Bomb to get the Servbots out there helping Russell. Once the bar is pulled, a bridge rolls out over the chasm. But wait, there's Dantz and Perl! And they're running to the Treasure Chest across the chasm with a Card Key!

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22. By the time you get across the chasm, the Treasure Chest is empty, and Perl and Dantz are nowhere to be found. What stinkers! You can at least have the Servbots get all of the Zenny from the Barrel in the corner before leaving.

23. At least disarming the Trap opened this Gate. Head on through to find Maude picking away in this long chamber. She suggests that you try digging through the wall here.

24. Before you dig through anything, travel south into the next corridor and west to the Card Key at the end of the hall. Then, follow this hall all the way to its end in the east.

25. Ewwww... someone didn't make it out of the Caves—ever. But here's another set of Uncle Digg's tips and Crystal 3! Be sure to grab as much Zenny as you can before heading out.

26. Now return to the room with Maude and drill through the Cave-in to her left. Yikes, 13 floating Reaverbots are in here! The Servbots have to do a lot of running around to take care of all of these pesky hovering robot sentries. When the room is Reaverbot-free, the gate opens up.

27. Use the Card Key in the Treasure Chest in the next room to reveal the Hyper Drill. This lets the Servbot Borer get through the really tough Cave-ins.

The Misadventures of
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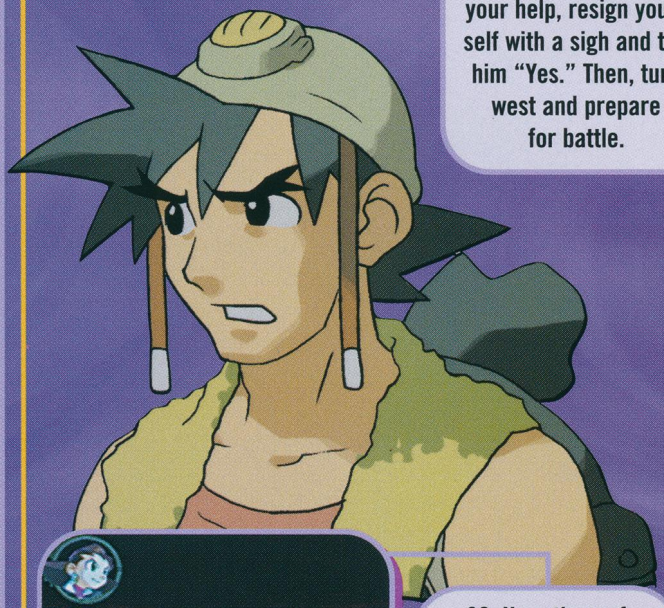
28. Break in the new Hyper Drill on the tough Cave-in to Maude's right to find the next Aurora Fountain.

29. It's time to try the Hyper Drill on the Cave-in at the end of the hall south of Maude. When you break into this small room, you'll find a pool of water. For some reason, the Servbots feel inspired to drop all three Elixir Crystals into the pool of water! What are they doing? The water becomes all brown, fizzy, and sweet. The Elixir of Youth is…Root Beer? Roxette and Uncle Digg appear to thank you for solving the riddle. Oh my gosh! Uncle Digg is a ghost! But now that you've solved the mystery of the Elixir of Youth, he can finally rest in peace and move onto that big Digout in the sky.

30. Return to Maude's room and target the turnstile for the Servbots to push. As they push it, the gate opens temporarily. Go through the open doorway and drill through the Hyper Drill Cave-in.

31. Well well, if it isn't Mr. Fancypants, Dantz. He's hopping all around frantically babbling something about Loathe capturing Perl. When he asks for your help, resign yourself with a sigh and tell him "Yes." Then, turn west and prepare for battle.

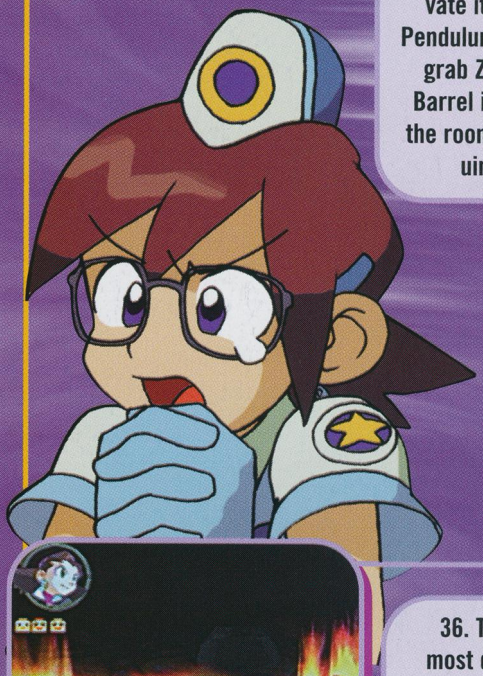


32. Now *three* of Loathe's Birdbots guard a closed door. Target the Beacon Bomb repeatedly on each of the Birdbots until they're smoldering on the ground and the gate behind them opens. For the first time since you met him, Dantz does something heroic by round-housing the last Birdbot!

33. Perl is so thankful for her rescue that she gives up the item she and Dantz took from the Treasure Chest earlier: the Room Key.

35. Well if this isn't the granddaddy of all Traps! The first step is to get as close as possible without getting hit and target the first Switch. When the Servbots activate it, the swinging Pendulums disappear. Go grab Zenny from the Barrel in the corner of the room before continuing onward.

34. Russell is outside the Birdbot room to offer his approval. Now Dantz is a real Digger! Just behind him is that weird guy, Tuttle. There's a really tough Trap ahead, but he thinks he knows how to get through. All he really does is demonstrate how to get...



...smacked...

36. This is easily the most difficult Switch to target ever. Get as close as you can to the flames and falling boulders without getting hit, then hover out to the exact center of the room. The Switch is behind this wall of terror. The trick is to watch the flames and wait for a non-flaming path straight to the switch. As you wait, keep the Target hovering directly on top of the Switch until you see the flame-free path, then hit the Beacon Bomb. When one of your Servbots makes it though flame-free and hits the button, the nightmare is over.

...squashed...

... and burnt. (Sigh.)

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Guardian of the Aurora Stones

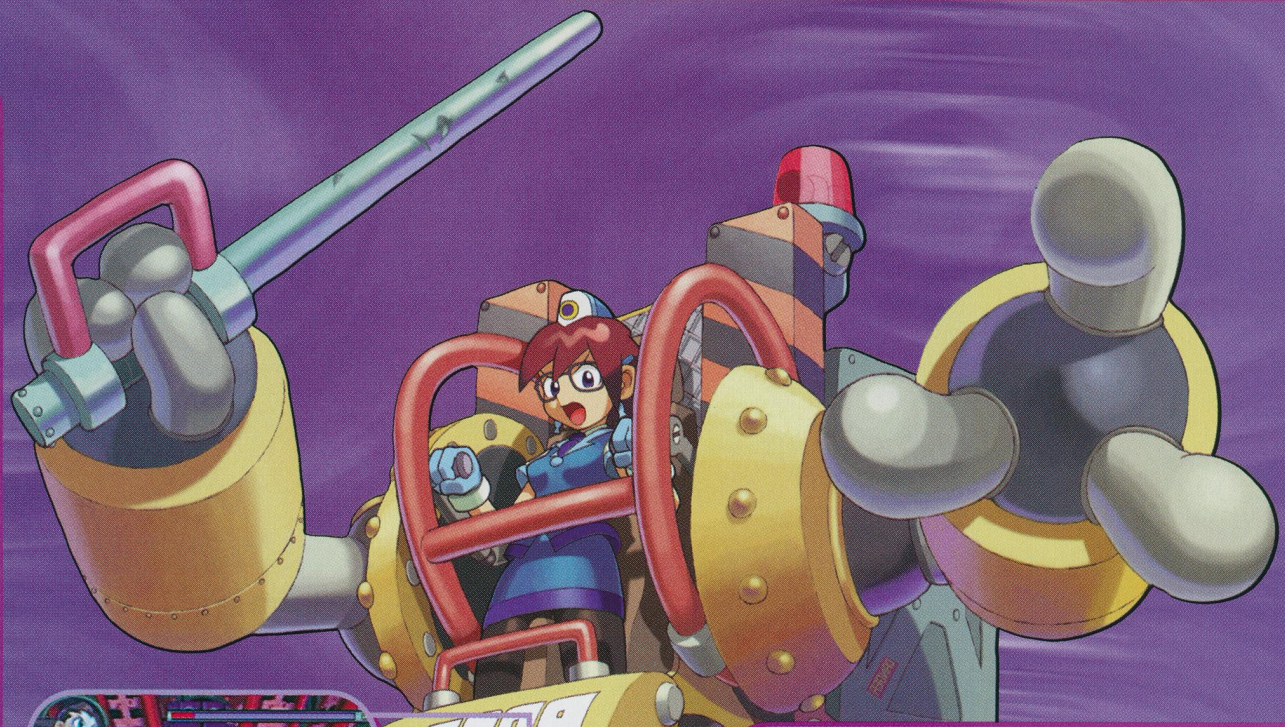
37. Finally, you've reached the end of the Caves! So has Tuttle, but he's in a state of shock because he has no Room Key. Oh well! Have the Servbots let themselves into the room with the Aurora Stone.

This is the strongest Reaverbot you've ever seen! You thought the Servbots were scared before; this is the Servbots petrified.

Get close enough to the Guardian to target a Beacon Bomb on one of the many exhaust ports at the bottom of the ship. When the damaged port shoots out a jet of flames, make sure you're not close enough to get damaged yourself! At this point, use the backward-flying technique that you used battling the Giant Reaverbot in Level 1 to watch the Guardian and avoid its attacks.

When one of the Guardian's exhaust ports is damaged, the Guardian performs a two-part attack. In the first part, it rotates rapidly and makes its way toward you trying to crush you. This is easy to avoid by staying far away.

When it stops in place for a moment, it's tracking your position so it can charge you from across the room. Watch it come to a stop and, the moment it moves, hurry to the left or right to avoid the straight-line charge.



Once the charge attack is over, target a Beacon Bomb on one of the undamaged exhaust ports. Continue this pattern until every port is damaged. Be aware that the Guardian's attack speed increases with every port it loses!

Post-Level Meeting

The Servbots sell the costly Red Aurora Stone for 500,000 Zenny, at least 100,000 more than you originally planned for! The Brains ratings of the Servbots that accompanied the Finkel will go up.

The last Aurora Stone must be worth at least 500,000 Zenny!

With all of the money you just pulled in, go to the Lab and upgrade the E. Tank on the Gustaff as high as you can. E. Tank 7 would be the best choice before going on Mission 4. You should also stock up on some E. Bottles 2, 3, and 4

Russell is so impressed he declares the Servbots to be the best Diggers he's ever met!

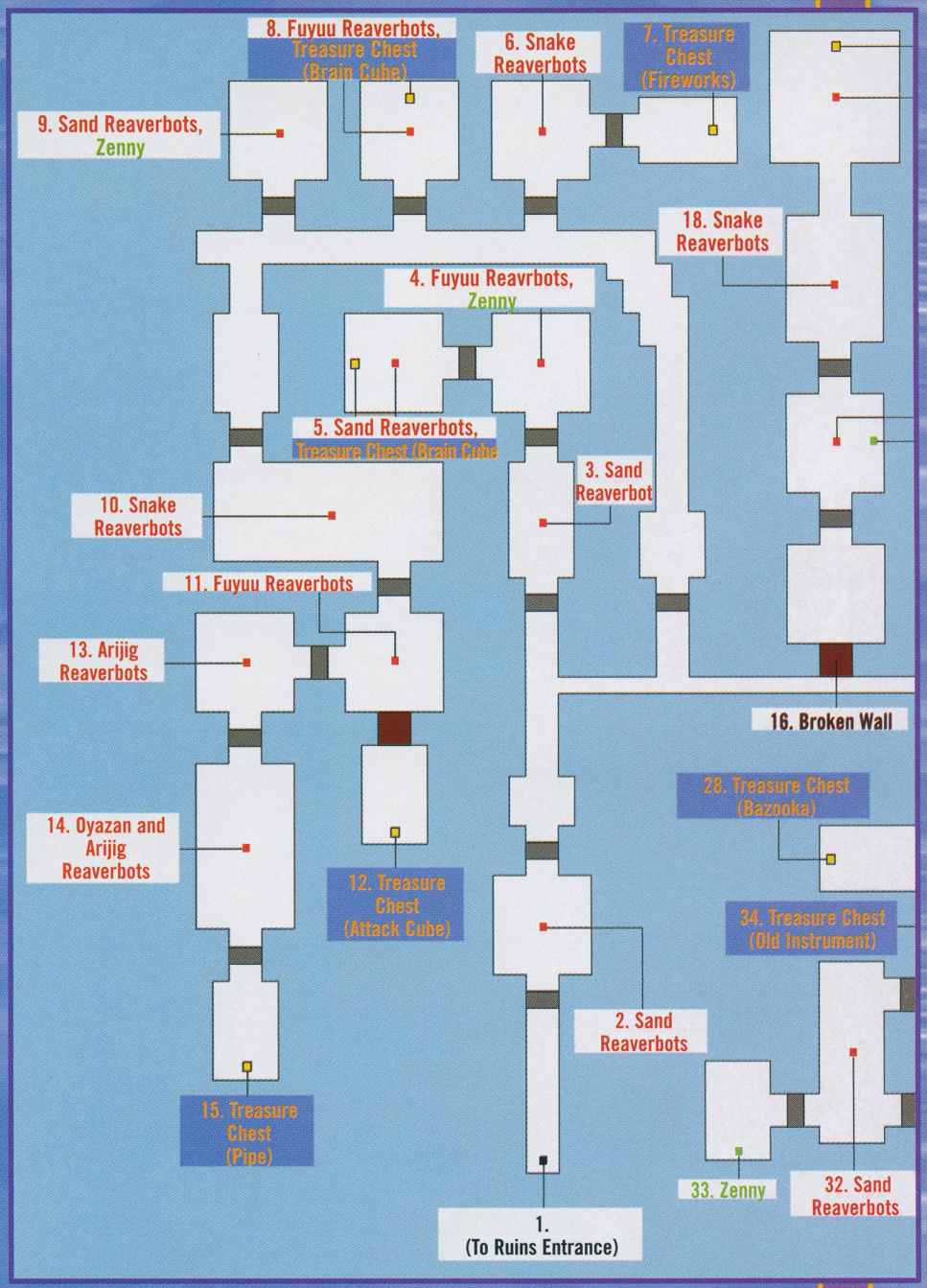
The Misadventures of
Tron Bonne

Level 1

Goal: Diana's Tear (the biggest Refractor in the world!)

Recommended Servbots: Because you can visit the Nakkai Ruins as often as you want, bring any Servbots whose Brain ratings need to go up and have them fight through a good amount of enemies. However, your Sniper should always be very fast and very strong for this Mission. If you're not interested in raising Brains ratings, bring your strongest and speediest Servbots when their stats are maxed out. You'll hardly ever fight any enemies yourself.

Mission 4 can be explored as many times as you want, even after you've extracted Diana's Tear. It's a great place to bring Servbots whose Brains ratings are below maximum and to get more Zenny anytime you need it. You'll also find the items necessary to build great Armor, the Gatling Gun, and most importantly, the Bonne Bazooka.



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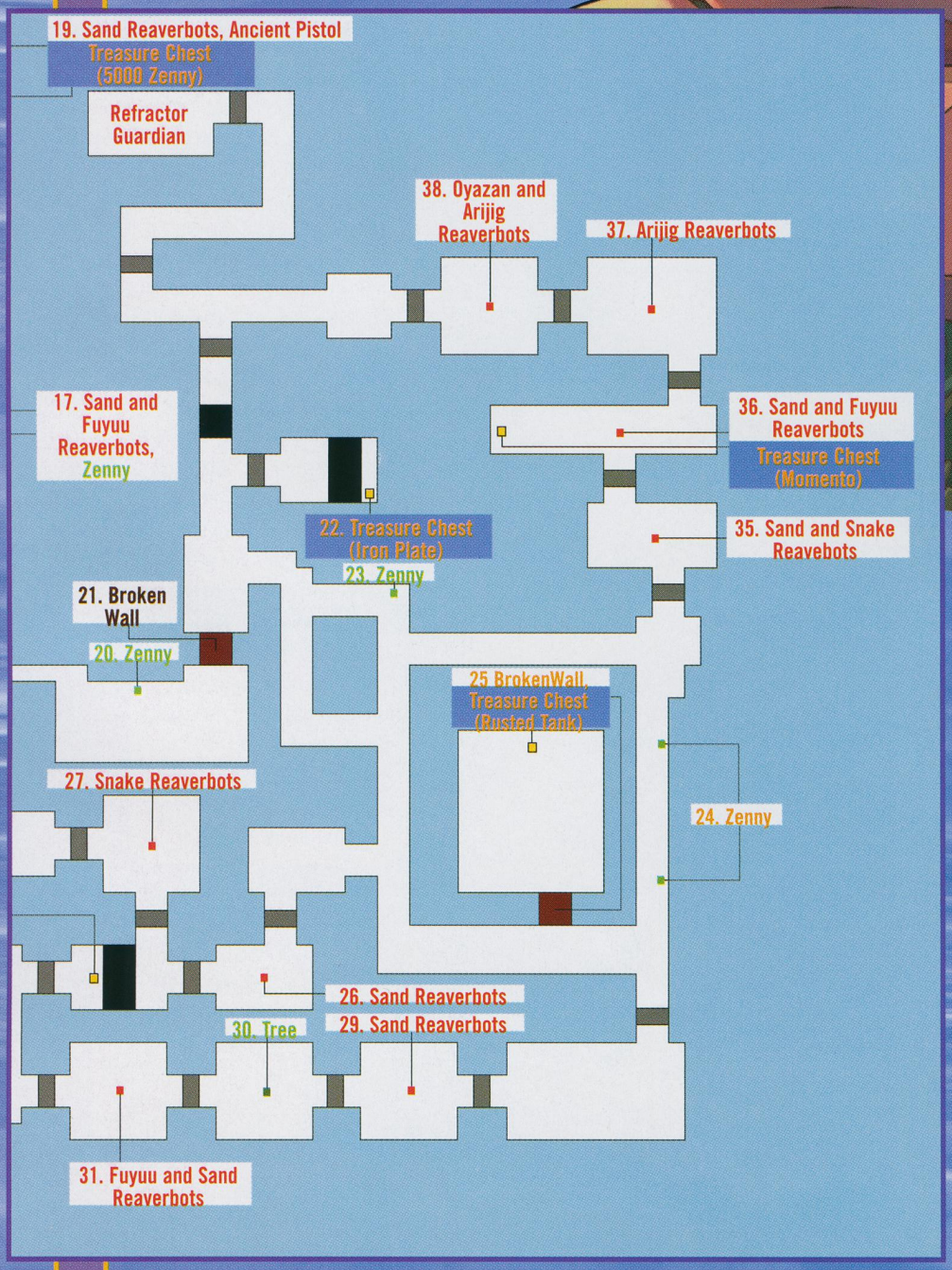
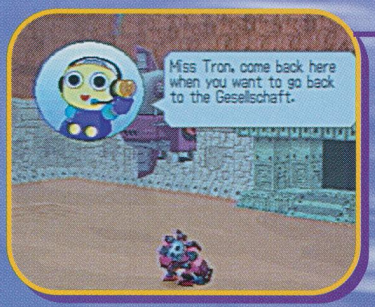
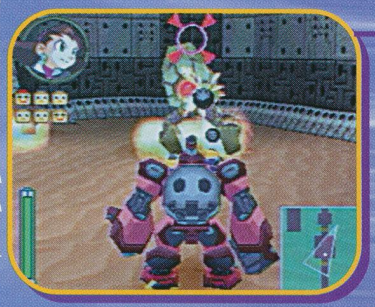

19. Sand Reaverbots, Ancient Pistol
Treasure Chest (5000 Zenny)
Refractor Guardian
38. Oyazan and Arijig Reaverbots
37. Arijig Reaverbots
17. Sand and Fuyuu Reaverbots, Zenny
36. Sand and Fuyuu Reaverbots
Treasure Chest (Momento)
22. Treasure Chest (Iron Plate)
35. Sand and Snake Reavebots
23. Zenny
21. Broken Wall
20. Zenny
25 BrokenWall
Treasure Chest (Rusted Tank)
27. Snake Reaverbots
24. Zenny
26. Sand Reaverbots
30. Tree
29. Sand Reaverbots
31. Fuyuu and Sand Reaverbots

The Misadventures of

Tron Bonne

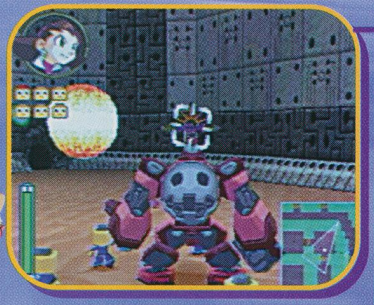


1. The Servbot pilot drops you off in front of the Nakkai Ruins along with your six-Servbot exploration team. If you need to quit anytime during your Mission, return to this place.



2. The first chamber of the Nakkai Ruins contains three Sand Reaverbots. You have the advantage, so attack quickly while they're coming up out of the sandy ground. You can target the Reaverbots with the Beacon Bomb or the Bonne Bazooka. If your Servbots are top-notch, do both and the Reaverbots will be toast in about three seconds.

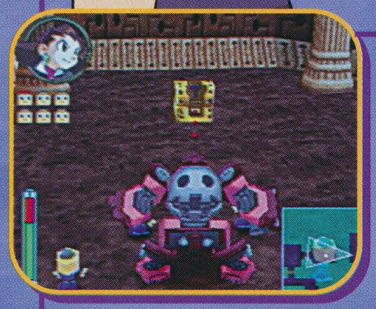
3. The next room has one Sand Reaverbot. But after the three from the last room, this will be easy.



4. The Fuyuu Reaverbots in this room are pretty easy to take out by holding down L2 (to automatically target them) and firing. The room will be clear before you know it. When it is, target the hole in the wall for the Servbots and they'll return with Zenny.

5. Take care of three more Sand Reaverbots in this room. Once the room is Reaverbot-free, open the Treasure Chest to get a Servbot Brain Cube.

6. Meet the Snake Reaverbot! There are two in this room. They have two attacks: the first is to slither under the sand for a bit, then jump out and knock you down. Avoid this by moving around when they're underground. The second attack is to come up for a few moments and continuously fire at you. This is your chance to blow the tar out of them! Lock-on and fire relentlessly. As long as you have good Armor on and a few E. Bottles, you'll be fine. If your Servbots have Speed 4, they may be able to help you out.



7. Open the Treasure Chest to get the Fireworks. Bring this back to the Lab and give it to Servbot #32. With this item, he'll create the Gatling Gun!

8. Six Fuyuu Reaverbots and a Treasure Chest are in this room. Once again, just use the lock-on and fire functions to quickly clear the room. Open the Treasure Chest to receive another Brain Cube.

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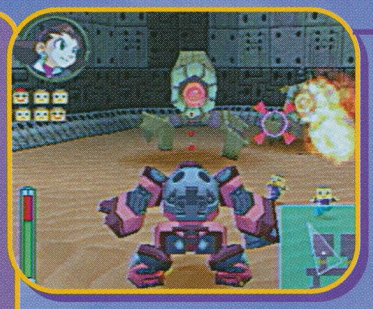
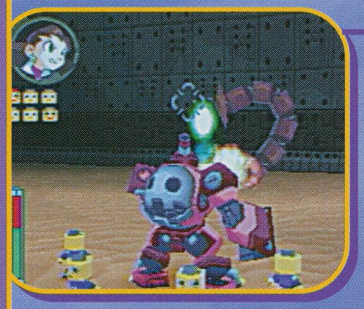
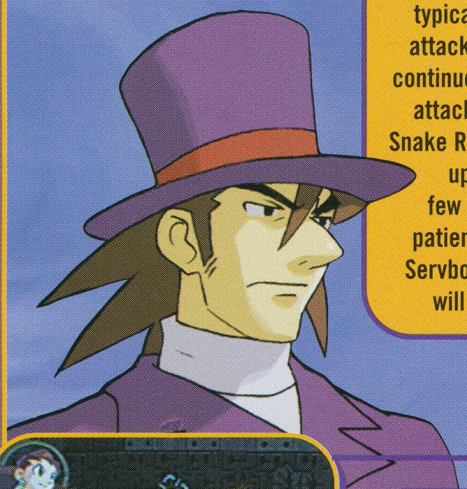


9. Don't enter this room if you've been struggling through the Nakkai Ruins so far. There are only four Sand Reaverbots and a hole in the wall to be found. Come back for the Zenny in the wall when you have awesome firepower and maxed-out Servbots.



10. If you don't have good Armor or firepower yet, this room will present quite a challenge. Three Snake Reaverbots are in here. Luckily, they typically don't all attack at once, so continue to move and attack whichever Snake Reaverbot pops up. With a few E. Bottles, patience, and the Servbots' help, you will succeed!



11. These six Fuyuu Reaverbots are easier. If you have the Bonne Bazooka, shoot the crack in the wall. (If not, be sure to come back here later. You're close to getting the Bonne Bazooka!)

12. Open the Treasure Chest in this Secret Room to get an Attack Cube.

13. Six Arijig Reaverbots occupy this room, and they walk rather than fly toward you. That makes them easy pickings! Just continuously lock on and fire. If they get close, they throw themselves at you and explode. But if you're consistent with your gunfire, even if it's pretty weak, they'll never get the chance.

14. This room contains a whole new breed of Reaverbot. Meet the Oyazan Reaverbot, which continuously spawns little Arijig Reaverbots. Have the Servbots continue to attack the big Oyazan in the sand pit while you pick off the little Arijig Reaverbots from the doorway. It takes a little patience and time to defeat the Oyazan, but you won't sustain much damage because only the Arijigs cause damage and then only when they touch you. You've won when the Oyazan Reaverbot sinks into the sand.

15. Your efforts are rewarded with a Treasure Chest containing the Pipe. If you haven't already built the Bonne Bazooka, take this piece back to the Lab right now and hand it over to Servbot #31. You need the Bonne Bazooka to reach Diana's Tear.

16. Return to the main hallway and head east. Watch the northern wall for the crack, then use the Bonne Bazooka to blow it open and reveal a secret room!

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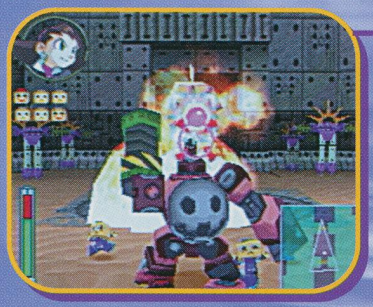
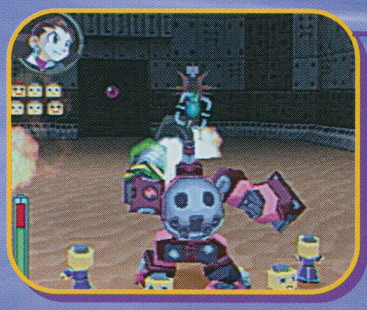
The Misadventures of
Tron Bonne

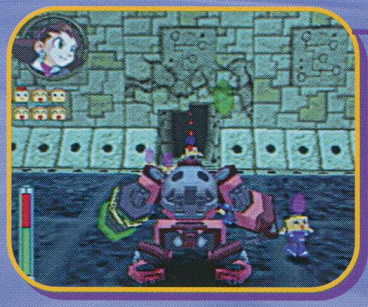


17. Luckily, there's nothing in here but a harmless hole in the wall containing Zenny.



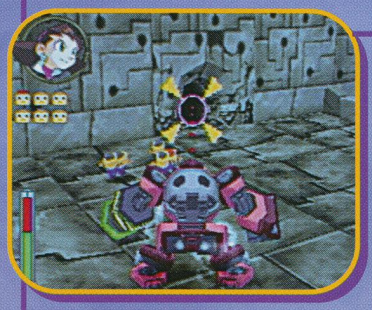
18. The next room has you doing battle with one Sand Reaverbot and three flying Fuyuu Reaverbots.

19. It's worth the trouble of taking down four Sand Reaverbots for the Treasure Chest filled with 50,000 Zenny!

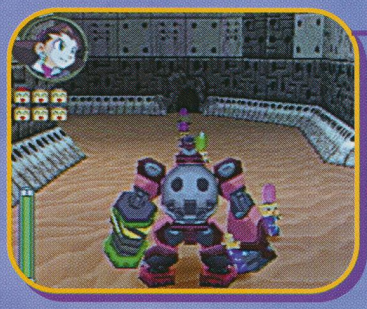


20. Return to the main hallway. Check the northern hall for a hole.

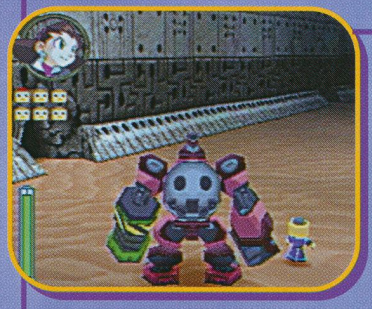
21. Just beyond the hole is another crack in the wall. Use the Bonne Bazooka to blow a hole in the wall large enough to walk through.



22. This room is certainly odd. There's a Treasure Chest across a chasm you can't cross and a hole in the wall. Targeting the hole sends the Servbots into a secret Servbot-sized passage. The next thing you know, they open the Treasure Chest and pull out an Iron Plate. Bring this item to Servbot #34 to build a tough new exterior for the Gustaff!



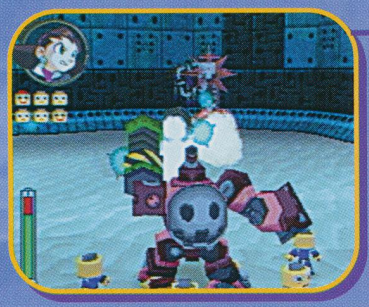
23. As you move east, you find this hole in the northern wall with free Zenny.



24. Don't walk by these two holes without checking for the Zenny hidden inside.

25. Follow the large square around to the south. The map shows a room in the middle of the square and there's a funny indentation in the south wall. Shoot it with the Bonne Bazooka exactly in the middle to discover a secret doorway! Inside is a Treasure Chest containing a Rusted Tank. Bring this back to Servbot #30 in the Lab to have him add this new part to the Gustaff.

26. The room preceding this one is empty, but you face three Sand Reaverbots in here. When you've dealt with them, go through the next room and head north through the door. (You can't get to the Treasure Chest just yet, but you will soon.)



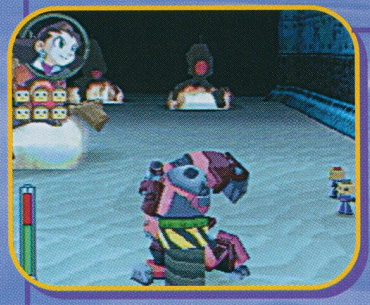
27. This room is another tough one; there are two Snake Reaverbots in here!

28. Your reward in the Treasure Chest is a Bazooka.

29. Pass south and west through the empty room to this room. Defeat the three Sand Reaverbots before moving on to the next room to the west.

30. There's a tree with Apples in this large gold room. Have the Servbots shake the tree until every last Apple is collected.

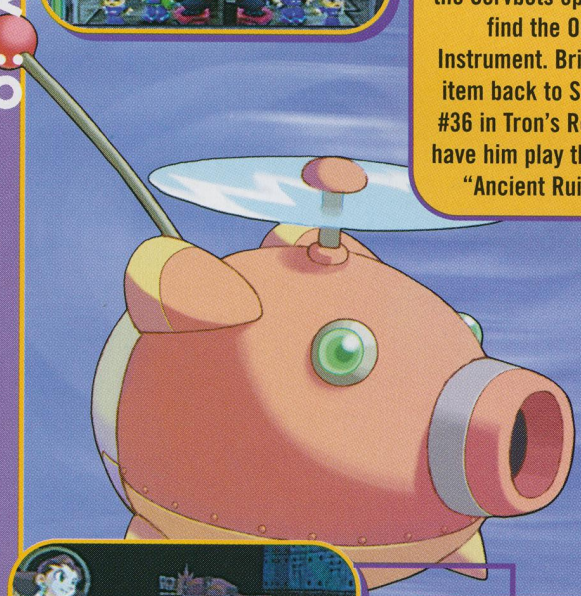
31. After the last peaceful gold room, this one is a shock with its two Sand Reaverbots and four flying Fuyuu Reaverbots.



32. Once you've dispatched the Reaverbots from the last room, you have three more Sand Reaverbots to punish in this room.

33. This next room houses a strange pool of water. Send the Servbots into it to retrieve massive amounts of Zenny! Keep sending in the Servbots until they finally come back empty-handed.

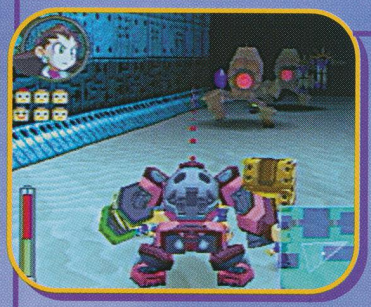
34. Now you've reached that Treasure Chest that you saw from across the chasm a few steps back. Have the Servbots open it to find the Old Instrument. Bring this item back to Servbot #36 in Tron's Room to have him play the song "Ancient Ruins."



35. Make your way back through this mini-maze to the large square hallway and travel to the northeast corner doorway. The Reaverbots are getting a bit tougher now; face off with the two Sand Reaverbots and the Snake Reaverbot here.

tip

If at any point you run out of E. Bottles and are getting really worked over, return to the GESELLSCHAFT and come back with stronger weapons, more E. Bottles, and your best Servbots!



36. Prepare to take on two Sand Reaverbots and three flying Fuyuu Reaverbots. Dispatch the Fuyuus first, then sic your Servbots on the Sand Reaverbots. When the room is clear, open the Treasure Chest to get a Momento. Take the Momento to Servbot #35 in the Meeting Room and he'll become inspired to paint the Gustaff like Teisel Bonne!

37. Finally, a room with less intimidating Reaverbots! Quickly wipe out the eight Arijig Reaverbots as they slowly walk toward you.

38. This room holds another massive Oyazan Reaverbot. Use the same tactic: stay near the doorway and pick off the small Arijig Reaverbots while occasionally targeting the Oyazan with Beacon Bombs. The Servbots will take care of the Oyazan for you.

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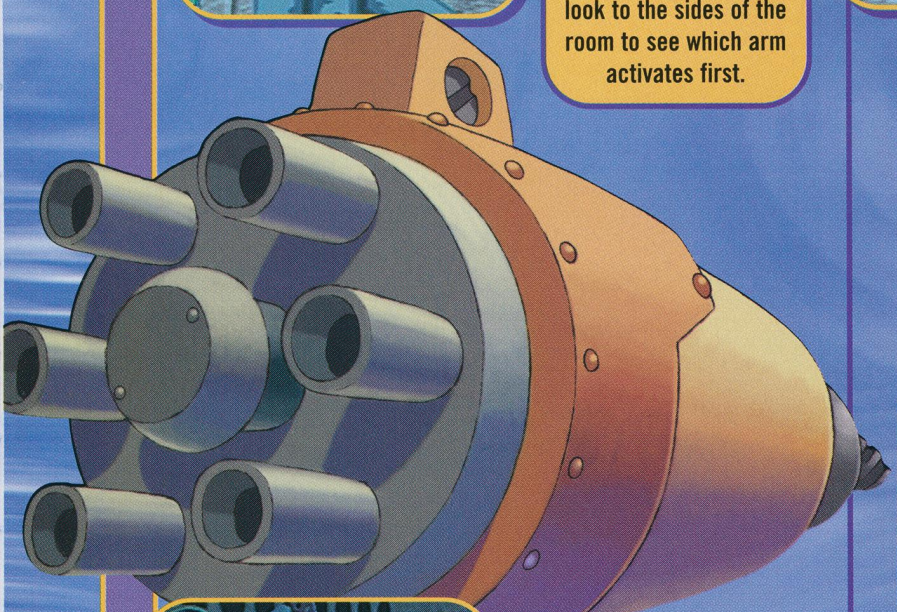
From the last room, walk west then north through the empty rooms. Then, from the room with the waterfall, go through the door, head north, and stop in front of the gold door with the Reaverbots eyes.

Right before the other arm begins to shoot more floating bombs, send your Servbots toward the upper-middle region of the head of the Guardian. In their desperation to attack, they'll fall into the nostrils of the beast, cutting off its ability to breathe.

Refractor Guardian

Don't dilly-dally if you want to get out of this fight in one piece. Immediately jump onto the closest raised platform, then look to the sides of the room to see which arm activates first.

When the Guardian's mouth opens, direct continuous fire into it. Once the Guardian closes its mouth, repeat the steps of destroying the floating bombs, then sending the Servbots back toward the Guardian to make it sneeze again. The more damaged the Guardian becomes, the faster it closes its mouth, so just be patient and follow the pattern, and the Guardian will eventually fall.



When the war is over, the prize is yours. Diana's Tear, the world's biggest Refractor... worth 1,000,000 Zenny

As soon as you identify the active arm, shoot at the arm and destroy all of the floating bombs. The other arm starts to send out floating bombs, too, so quickly turn and shoot the next set of floating bombs.

The Misadventures of

Tron Bonne

Level 1

When you've finished a Mission and your Zenny totals at least 1 Million, the *Gesellschaft* automatically goes to Loathe's place to pay Teisel's debt.

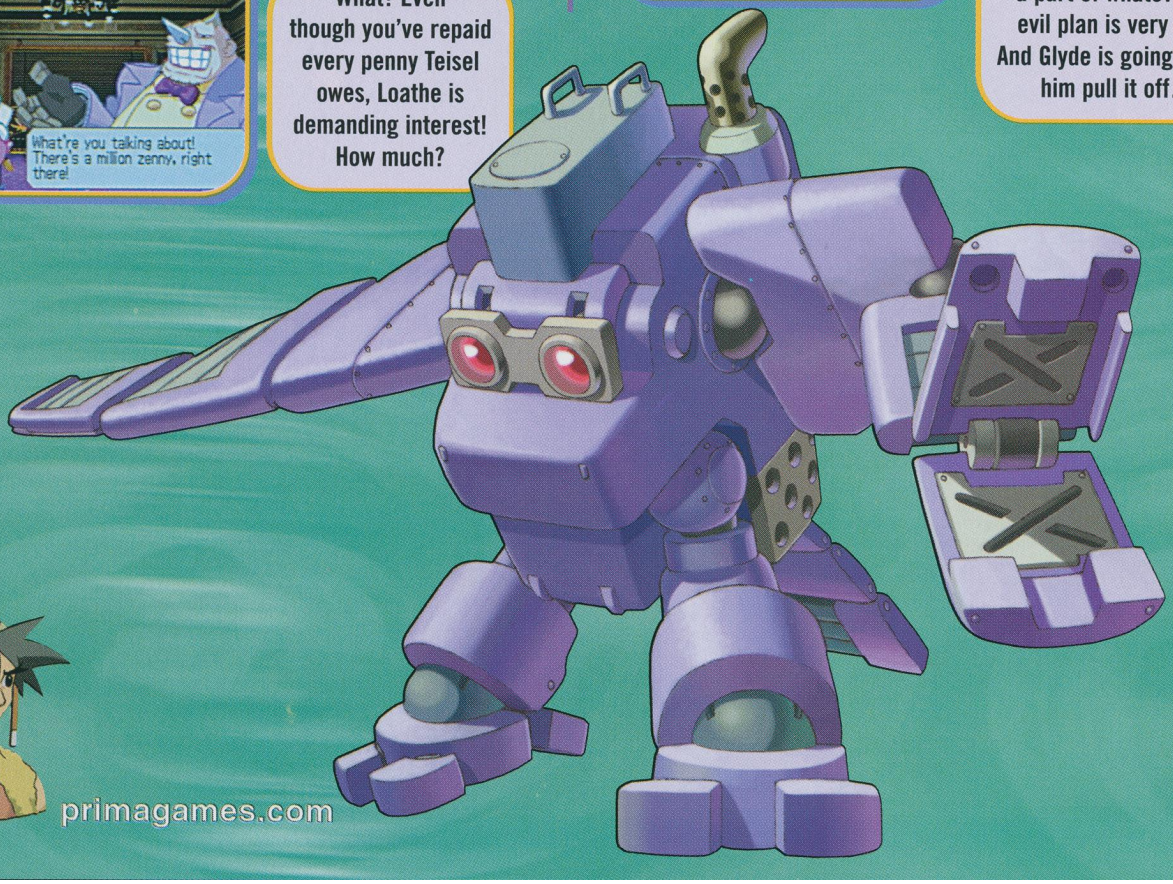
This Lex Loathe guy is not only as bad as they come, he's just downright creepy. He pretends not to know why you're paying him a visit, but you give him his Million Zenny anyway. It's time for him to bring out Teisel!

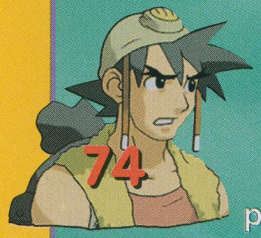
What? Even though you've repaid every penny Teisel owes, Loathe is demanding interest! How much?

Two million Zenny? That's outrageous! What a jerk!

Before you can protest, Loathe calls for his equally slimy assistant, Glyde, to escort you and the Servbots out the door.

After you are unceremoniously tossed out the door, Loathe reflects on his future plans with Teisel. It seems you're going to be a part of whatever his evil plan is very soon. And Glyde is going to help him pull it off....





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Level 1

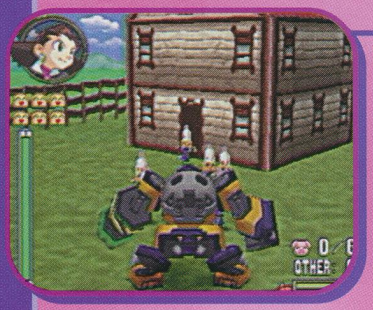
Goal: Steal all of the Pigs in Sart Farm (worth 150,000 Zenny)

Recommended Servbots: Take any Servbot whose Brains rating needs a boost.

The goal is to steal all of the livestock from Sart Farm.

There's a Pig now! The Servbots call them "Piggies". Sometimes, the Servbots are just so cute!

The Mission is ready to start when the Servbot returns with the Truck for the livestock.



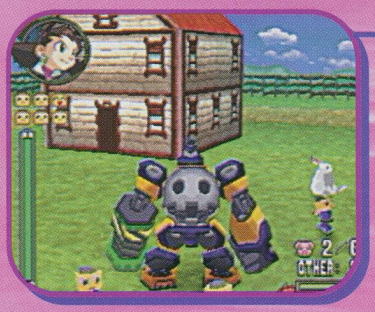
Shoot a Beacon Bomb straight into the door of the first farmhouse. Who wants some milk?

Travel farther into the farm until you find the next farm-house. Here are the first two Piggies!

tip

If you really want to clean up, have the Servbots shake every tree for Apples and go into every farmhouse.

With both Piggies in the Truck, go through this gate to the next area of the farm.



It's not neces-sary, but catching Rabbits adds to your Zenny total. Two are in this area.

Apparently Loathe owns this farm, because these Robot Chickens are being driven by Birdbots! No matter how many you destroy, they continue to fly in replacements. They attack by charging you, so either step out of the way or shoot them.

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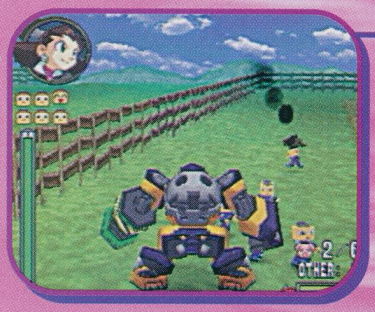
The Misadventures of
Tron Bonne



If you manage to destroy one of the Robot Chickens, be sure to shoot the Birdbot that was piloting it and target it with a Beacon Bomb. Your Servbots will carry them to the Truck and add them to your total tally as "Other."

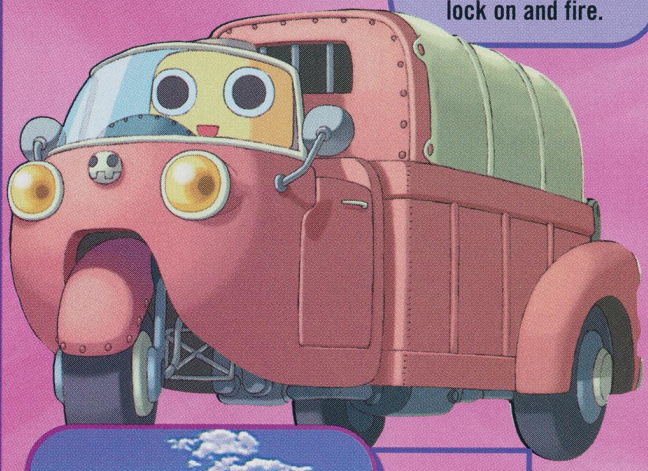
Time to brawl! Several of these pink Birdbots fly and begin to drop Birdbot Eggs. The Eggs chase you and, if they catch you, they explode.

caution

The Birdbots protect the livestock, so don't be surprised if one of the Pigs you thought you'd caught is out grazing again. Sometimes you have to protect each Servbot carrying livestock for it to make it back to the Truck.

Target the pink Birdbots with Beacon Bombs and shoot the Birdbot Eggs attempting to run into you. If you have the Bonne Bazooka, just lock on and fire.

Pick up Pigs 3, 4, 5, and 6 and you're done!



Uh-oh, there's a weird-looking Birdbot here all of a sudden and it's telling you to put the Pig down!

The smoking Birdbot just doesn't know what to do.

Post-Level Meeting

Without the Apples and Milk you might've nabbed, the first haul should be about 150,000 Zenny. You'll also see the Brains ratings go up on most or all of the Servbots you brought. Construction on the Torture Room should be complete.

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Level 2

Goal: Steal all of the Cows in Sart Farm (worth 400,000 Zenny)

Recommended Servbots: Take a few really strong and fast Servbots and several whose Brains ratings need a boost.

Now that you've taken all of the Pigs from Sart Farm, it's time to start on their dairy section.

Hmmm...no Cows in sight. They must be in a different part of the ranch. Oh well, we can grab the Pigs too!

Head for the part of the farm where you rounded up all of the Pigs in the last level. You can nab a few more grazing Pigs here before heading through the gate to the north.

Here are the Cows! Problem is, they're being guarded by those Birdbot Eggs. As soon as someone touches the Cows, the Eggs come to life and try to run into the person stealing the livestock.

The trick is to target the Cow with a Beacon Bomb and protect the Servbot riding the Cow to the Truck by shooting each Egg as it attacks. No matter how many Eggs you destroy, each is immediately replaced by flying Birdbots.

tip

Shooting near the Cows isn't recommended because the Cows get angry and try to ram you, but it won't kill them. If you have to shoot near a Cow, go for it. Just keep in mind that it knocks the Cow over and you have to re-Beacon Bomb it.

Once you've gotten the two Cows in this area, move through this gate.

The remaining four Cows are in this pen. There are no Eggs in this area, so defend your Cow-riding Servbots from the Birdbots.

If the Farmer gets irate, sic the Servbots on him!

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The Misadventures of
Tron Bonne

When you've got all six Cows, you're ready to head back to the *Gesellschaft*.

But more often than not, the Robot will come after the Truck and try to hit it with a giant mallet. Don't let the Robot do this! If the Truck's Damage Meter drops all the way down, you lose all your livestock and have to start again.

Loathe Robot

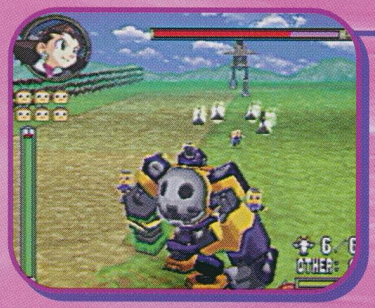
What's that? It must be here to stop you from taking the Cows!

caution

Any time you make contact with the Robot, it knocks you away. If you're behind the Robot, you get thrown backward and it's really hard to catch up. Always keep yourself between the Robot and the Truck. Don't get left behind.

This Robot is heading straight for the Truck to take back the livestock, so get between it and the Truck. Stay on the path, turn to the Robot, and fire.

If the Robot gets too close to the Truck, keep your body between the Truck and it. When it touches you, it falls backward and you take some damage, but the Truck is safe. Make it your first priority when you get up again to get back between the Truck and the Robot.



The Robot has two attacks. First it fires an explosive wave of flame. When you see this coming, jump! The second attack sends out four Gustaff-seeking mines. The only thing you can do is jump over them or try to shoot them.

No matter how damaged it is, if the Truck makes it to the gate, you're home free!

Post-Level Meeting

The Servbots sell the Cows for about 420,000 Zenny. You'll also see the Brains ratings go up on most or all of the Servbots you brought. Construction on the Engine Room should be complete.

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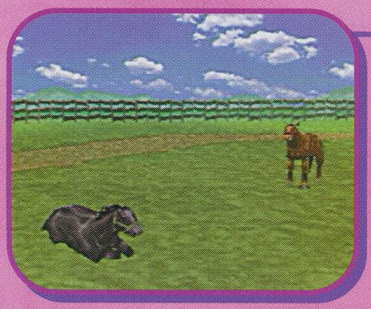
Level 3

Goal: Steal all of the Horses in Sart Farm (worth 800,000 Zenny)

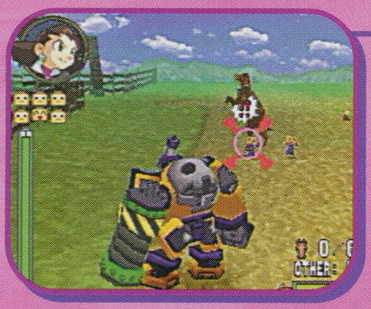
Recommended Servbots: Take a few really strong and fast Servbots, then several whose Brains ratings need a boost.

You've pretty much cleared out the Pigs and Cows, so all that's left now are the Sart Farm Horses.

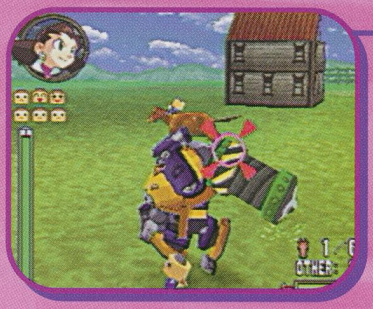


Those are the most beautiful Horses on Ryship Island!

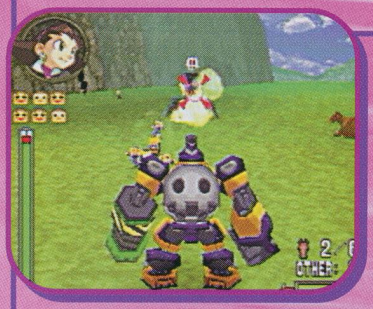
Time to get to work, Servbots!



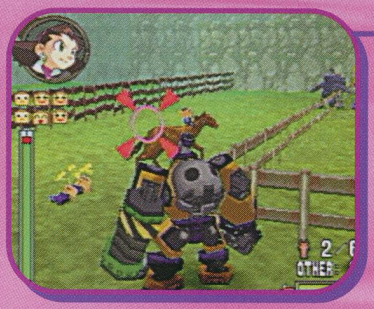
The first two Horses can be found next to the Truck. Catching them is a little more difficult than wrangling the Cows. Get into the Horse's path so it stops for a moment. This gives the Servbot time to jump on the Horse's back.



As usual, guard the Servbot from the Birdbots as the Horse is led to the Truck. The nice thing about Horses is that they're much faster than Cows! When you have both Horses, move on to the next Gate.



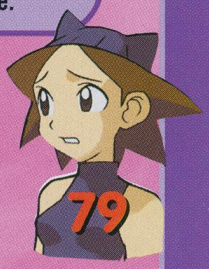
First try to clear away the Birdbots in the Horse's immediate area in this pasture.



Next, shoot the Horse with a Beacon Bomb and stand in its path so a Servbot can catch the Horse.

Immediately turn and fire on the Birdbot Eggs at the fence or they will knock the Servbot off the Horse!

Once you've got the Horses from this area, move through the Gate.



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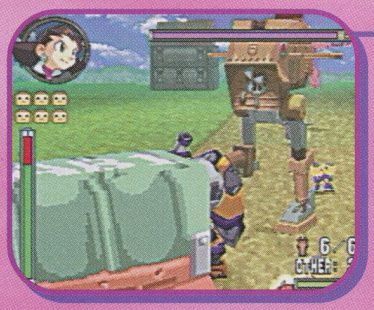
The Farmer recognizes you and sure isn't happy to see you. There are no Birdbot Eggs in this area, so grab the remaining brown-and-black Horse.

Loathe Robot

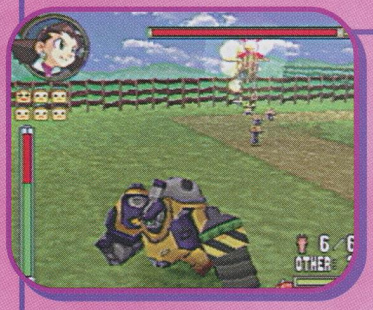
With all six horses in the Truck, you're out of here!

Oh, wait a minute, maybe not. This guy's back again.

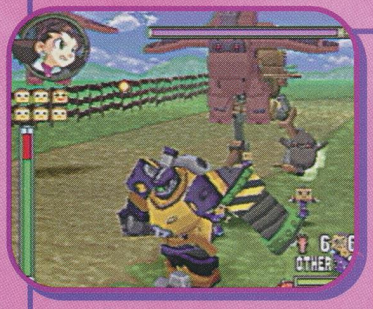
Begin by jumping up to avoid the Loathe Robot's flame attack.



Then, get between the Loathe Robot and the Truck. The path the Truck follows is a little longer than last time.



Send your Servbots out to attack the Robot. This stalls the Robot as well as damaging it, buying you valuable time to get to the Truck and protect it.



Not only do you have to worry about the Loathe Robot, but you also have to worry about pink death from above in the form of flying Birdbots. They also drop Birdbot Eggs, just to make things even more complicated!

With the Loathe Robot left in the dirt or lying in pieces, the Truck is clear when it reaches the gate!

Post-Level Meeting

The Servbots sell the horses for 840,000 Zenny. Can you say "loaded"? You'll also see the Brains ratings go up on most or all of the Servbots you brought. Don't forget to go to the Storage room to sell any dairy products you picked up from the farmhouses.

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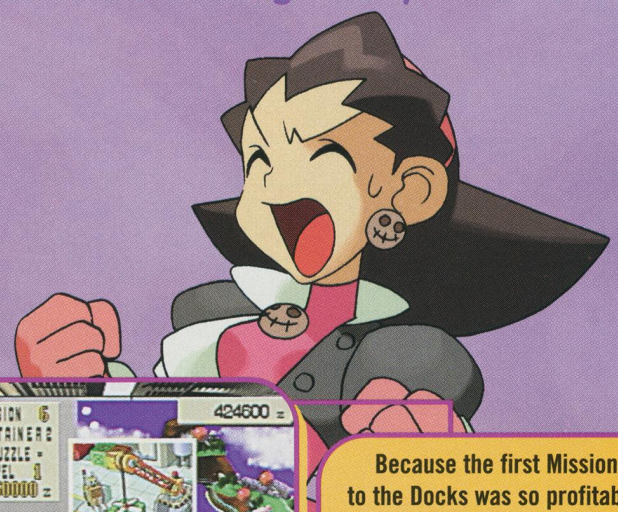
Level 1

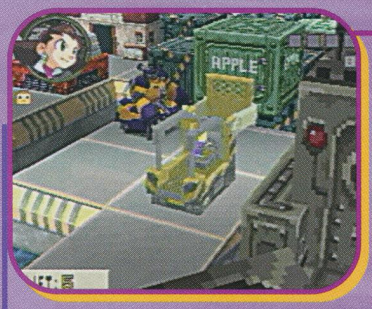
Goal: 150,000 Zenny. Collect all four Green Apple Containers and the Pink Melon Container in each round. The number of lifts you can make varies from round to round, but the steps remain the same: you can only take your lifted Container up to 10 steps, Metal Crates can only be moved one square away, and Wooden Crates can be carried as far as you want. However, a Servbot operating a Forklift can take any Container across unlimited squares.

Recommended Servbots: Any Servbot whose Brains rating is not yet maxed out.



Because the first Mission to the Docks was so profitable, why not go back for more? This time, you use new elements such as Forklifts and Cranes for even tougher brain-twisting puzzles.

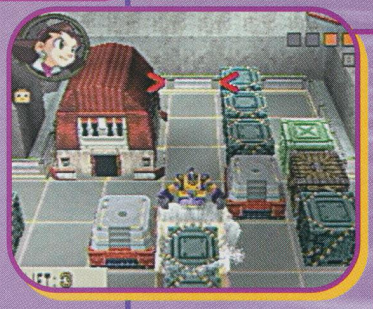
Round 1



Lift 1: First, command your Servbot to get into the Forklift by shooting the Forklift with a Beacon Bomb. Then, standing to the left of the first Green Container to the north, shoot it with a Beacon Bomb to have the Servbot carry it to the ship. Stand beneath the first Metal Crate to the north, pick it up, turn west, and place it in the ocean. Cross over the Metal Crate bridge you just made, stand behind the Green Container, and shoot it with a Beacon Bomb. As long as you aren't standing in the Servbot's path, the Servbot will come get the Green Container and bring it to the ship.

tip

Press any of the action buttons to speed the Servbot through the Forklift motions.



Lift 2: Now stand on the square exactly north of the Metal Crate in the ocean. Pick up the Metal Crate to the north and drop it behind you into the ocean. Then, jump up onto the row of Metal Crates, roll north all the way to the wall, and shoot the Pink Melon Container with a Beacon Bomb.

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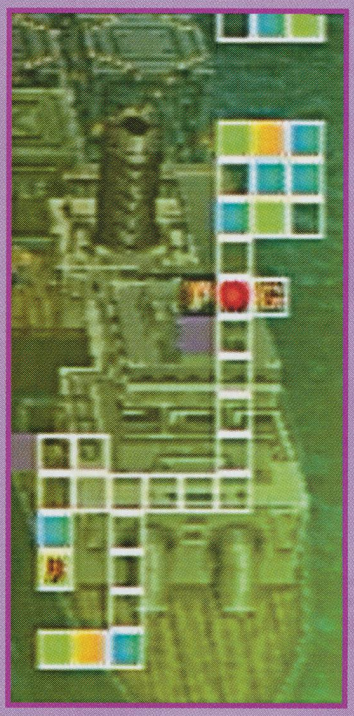
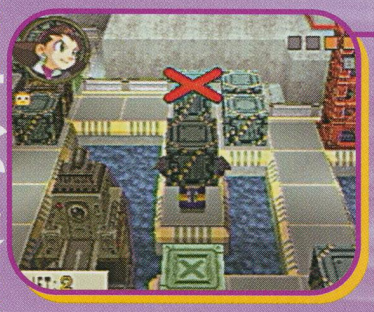
Round 2

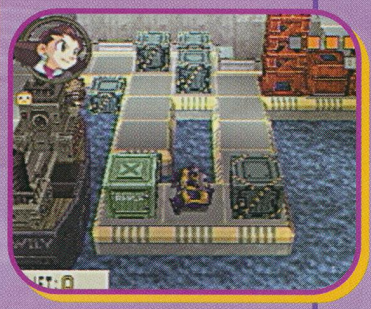




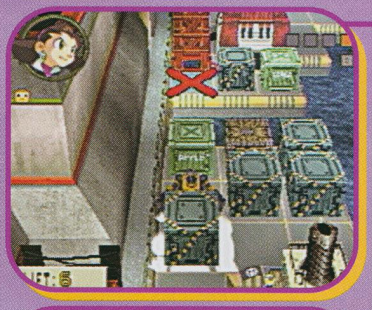
Lift 3: Jump up onto the row of Crates on the east side of the ship and roll south to the last square. Pick up the Metal Crate to the north and drop it behind you into the ocean, bridging the gap between land and the Green Container.

Lift 4: Now grab the Wooden Crate and drop it into the square of ocean immediately next to it (to its southeast).

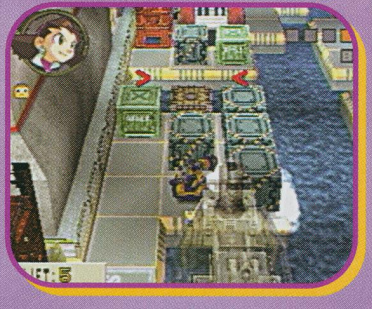
Lift 5: Stand on the Wooden Crate, pick up the Metal Crate to the west, and drop it to the east of the Wooden Crate. Finally, shoot each of the two remaining Green Containers.



Lift 1: First, shoot the Forklift with a Beacon Bomb to put the Servbot in the Forklift seat. Then, roll north and jump into the square between two Metal Crates and a Green Container. Pick up the Metal Crate to the south and hold it over your head while you target the Green Container closet to the ship with a Beacon Bomb. The Servbot takes it to the ship while you continue to hold the Metal Crate over your head.



Lift 2: Set the Metal Crate back down into the same square to the south that you picked it up from. Then, stand in the square east of the Metal Crate, pick it up again, and set it in the square behind you to the east.



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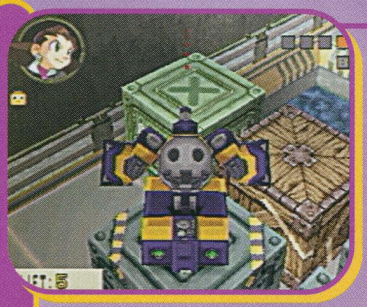
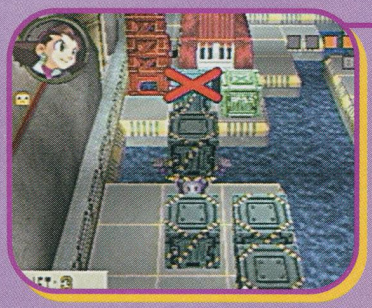
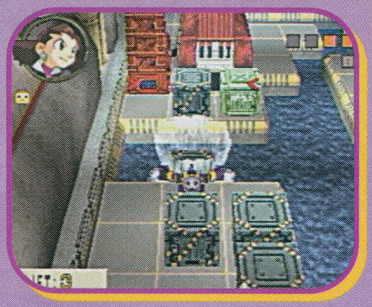
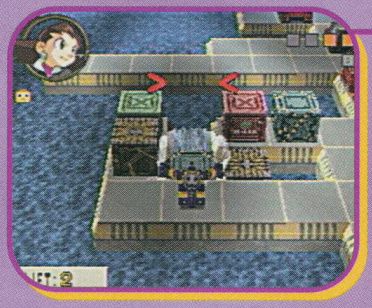


Lift 3: Stand on top of the Metal Crate and shoot a Beacon bomb at the Green Container in the north-west corner. When the Servbot has taken it to the ship, pick up the Wooden Crate and bring it south to the Pink Container. Drop it in the water on the east side of the Pink Container.



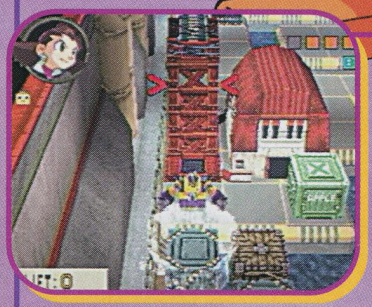


Lift 4: Return to the square where you just picked the Wooden Crate up from. Pick up the Metal Crate to the east and drop it to the north in the ocean.



Lift 5: Return to the Pink Container area in the south. Pick up the southeastern Metal Crate and drop it in the water next to the Wooden Crate already in the water.

Lift 6: Pick the Wooden Crate up and hold it over your head while you shoot a Beacon Bomb at the Pink Container. When the Servbot has taken the Pink Container to the ship, shoot the Green Container and send it to the ship also. With the Wooden Crate still over your head, roll back up north and out onto the Metal Crate in the water. Drop the Wooden Crate north of the Metal Crate in the ocean to complete the bridge to the Metal Crate next to the last Green Container.



Lift 7: Pick up the Metal Crate west of the last Green Container and drop it in the ocean to the west. Finally, roll over onto this Metal Crate and shoot the last Green Container.

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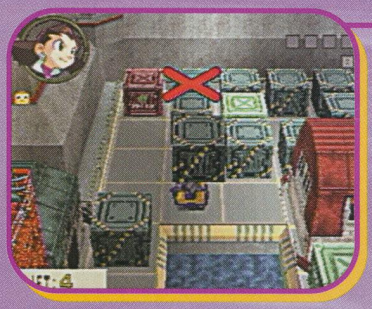
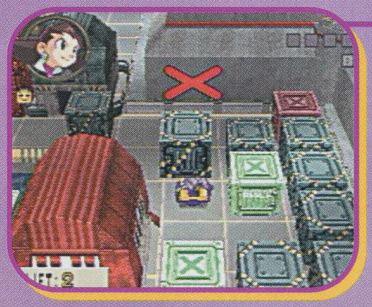
Tron Bonne

Round 3

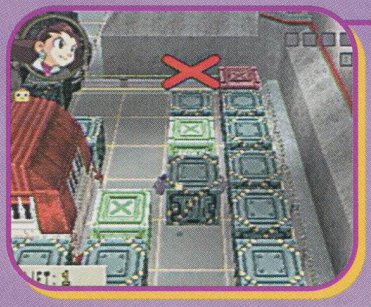


Lift 1: Jump up onto the row of Crates and roll all the way to the north. Stand behind the red-and-white building and pick up the Metal Crate. Drop it into the ocean in front of the Metal Crate against the dark gray building.

Lift 2: Pick up the Metal Crate that was behind the one you put in the ocean. Drop it behind you into the ocean next to the first Metal Crate.



Lift 3: Stand in the square you just cleared of the last Metal Crate and lift the Metal Crate against the side of the red-and-white building. Drop it against the back of the building.



Lift 4: Stand between the two Green Containers and lift the Metal Crate in the middle. Drop it against the side of the red-and-white building.

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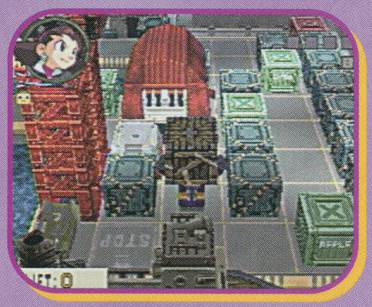
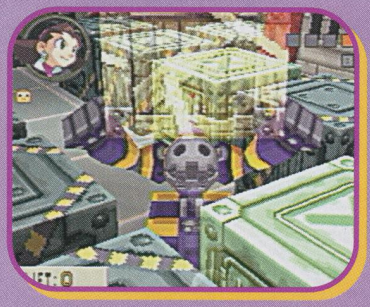
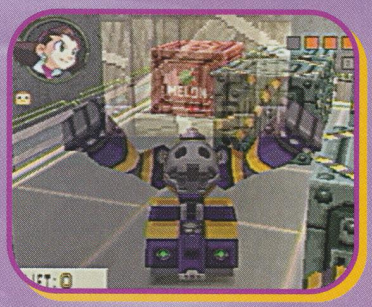
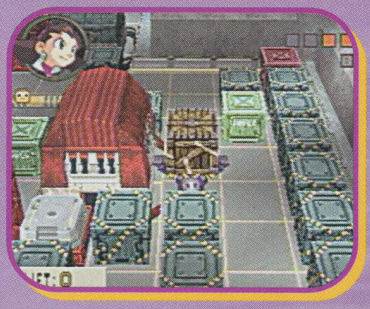
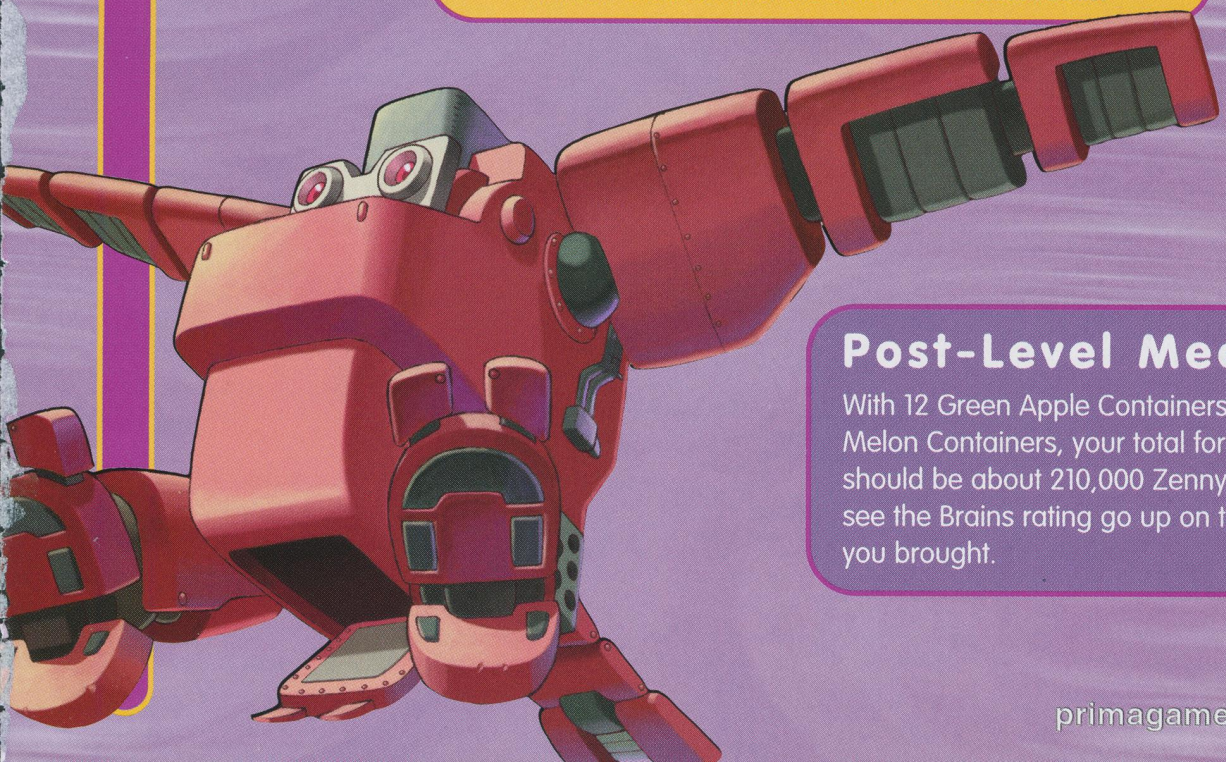






Lift 5: Shoot the Forklift with a Beacon Bomb. Then, pick up the Wooden Crate, hold it over your head, and roll back into the square between the two Metal Crates. Shoot the Green Container next to the Forklift with a Beacon Bomb. After the Servbot has brought it to the ship, roll to the square between the next two Green Containers. Shoot the Green Container closer to the Forklift and, when it has been placed on the ship, roll onto the square it had occupied. Shoot the next Green Container with another Beacon Bomb. When the path is clear, roll to the back and shoot the Pink Container. Finally, roll out onto the Metal Crate in the water and drop the Wooden Crate in front of the last Green Container. Move to the walkway across from the Green Container and shoot it with a Beacon Bomb.



Post-Level Meeting

With 12 Green Apple Containers and 3 Pink Melon Containers, your total for this trip should be about 210,000 Zenny. You'll also see the Brains rating go up on the Servbot you brought.

The Misadventures of
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Level 2

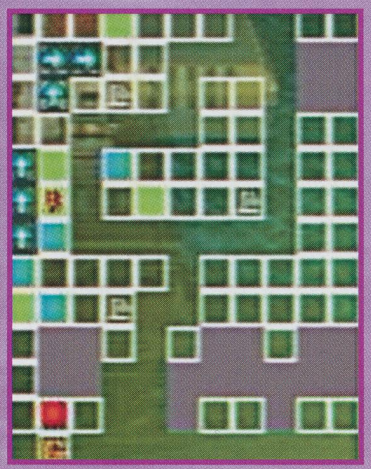
Goal: 400,000 Zenny. Collect all four Green Pearl Containers and the Pink Gold Container in each round.

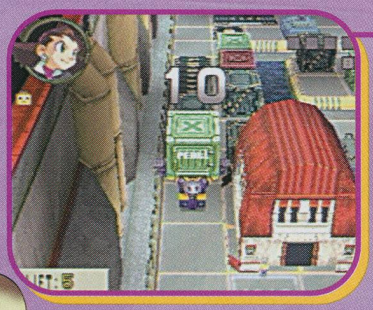
Recommended Servbots: Any Servbot whose Brains rating is not yet maxed out.

Level 2 of this Mission adds a new element: using Cranes. The Gustaff's lift number drops significantly, so every lift must be absolutely necessary.

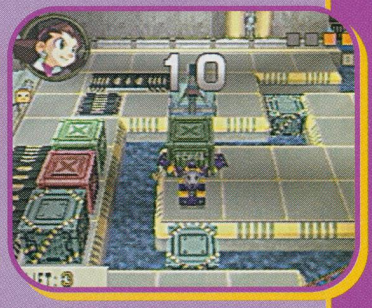
Lift 2: Shoot the closest Crane with a Beacon Bomb. Use the Crane to pick up the Metal Crate to the west and drop it in the water to the north. Using the new Metal Crate bridge, cross to the next platform, pick up the next Green Container, and carry it back to the ship.

Round 4





Lift 1: Lift the closest Green Container and bring it to the ship.



Lift 3: Shoot the northernmost Crane with a Beacon Bomb and use the Crane to pick up the Metal Crate to the south. Drop it in the ocean to the east. Then use the Crane to pick up the Green Container to the north and drop it in the Metal Crate's original square to the south. With the Green Container on the closer platform, stand in the square south of the Green Container, pick it up, and carry it south across the Metal Crate in the water to the ship.

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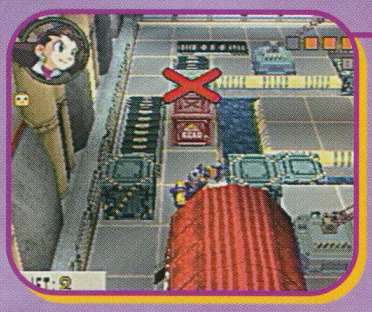
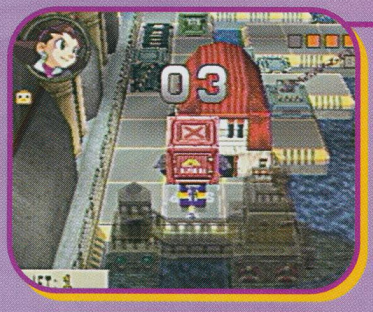
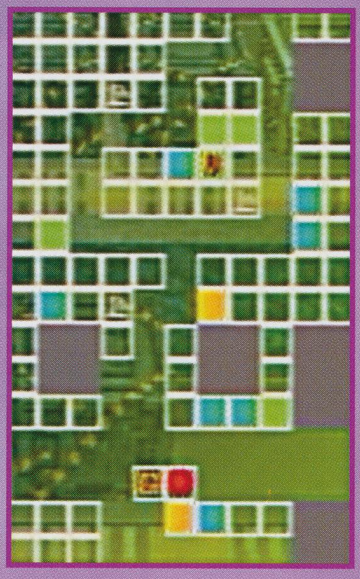


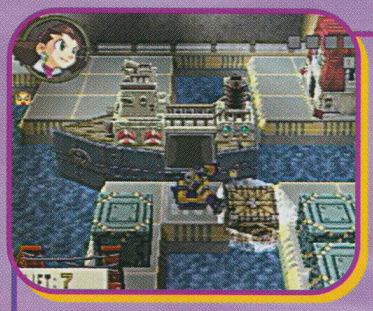
Lift 4: Pick up the Metal Crate south of the Pink Gold Container and set it down to the east.



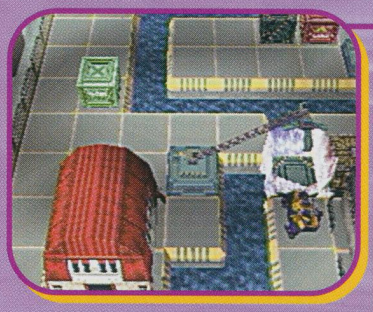
Lifts 5 and 6: Carry the Pink and Green Containers back to the ship.

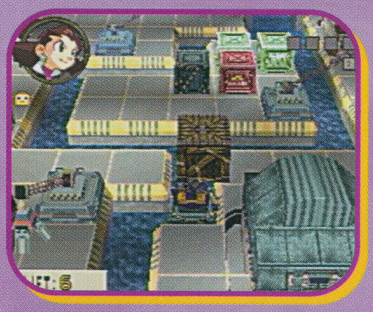
Round 5





Lift 1: Pick up the first Wooden Crate and drop it in the water in the one-square gap between the two platforms.





Lift 2: Roll straight across the Wooden Crate to the Crane on the other side and shoot it with a Beacon Bomb. Use the Crane to pick up the Metal Crate in the west and drop in the water to the east. Then, roll out onto the Metal Crate in the water and pick up the Wooden Crate. Drop the Wooden Crate in the water against the northern side of the Metal Crate.

Lift 3: Pick up the Green Container to the west and carry it exactly 10 steps east and south to the ship.

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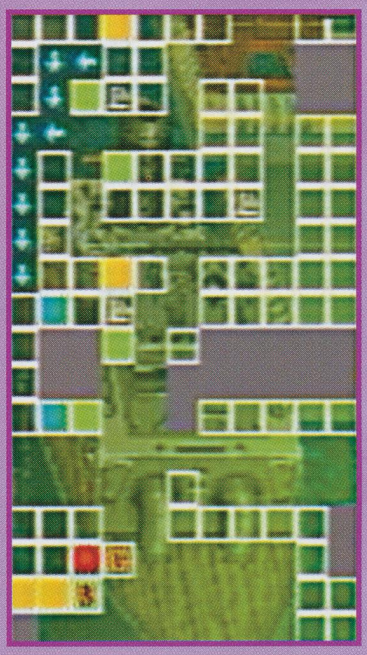
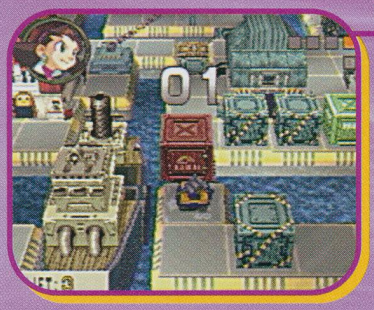
Round 6

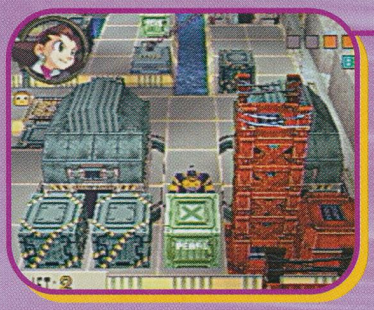


Lift 4: Return to the area in the north and shoot the Crane to the northeast with a Beacon Bomb. Use this Crane to pick up the Metal Crate in the east and drop it in the square to the south. Pick up this same Metal Crate in your hands and drop it into the water to the north so that you bridge the gap to the Green and Pink Containers.



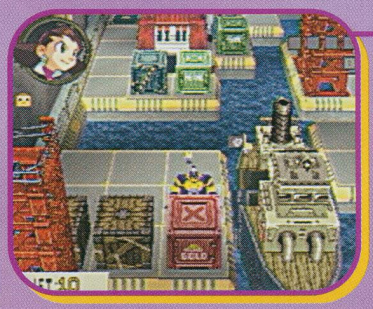
Lift 5: Carry the Pink Container nine steps to the ship.

Lift 6: Of the two Green Containers sitting side by side, carry the Green Container on the west exactly 10 steps back to the ship.



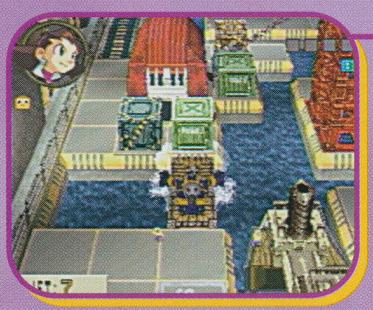
Lift 7: Pick up the Green Container behind the gray building and carry it exactly 10 steps to the ship.

Lift 8: Use the Crane to the northeast to pick up the last Green Container and drop it to the south. From there, pick it up with your hands and carry it to the ship.



Lift 1: It doesn't get any easier than this! Just pick up the Pink Container and drop it in the ship.

Lift 2: Pick up the first Wooden Crate and drop it in the ocean to the north, in front of the northeast corner.



Lift 3: Lift the second Wooden Crate and place it in the water in front of the first Wooden Crate, completing the bridge.

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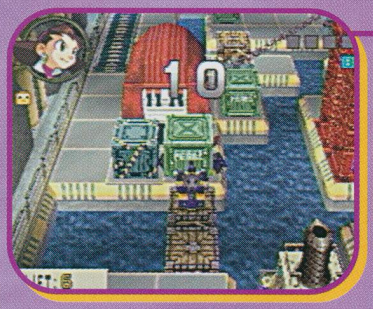
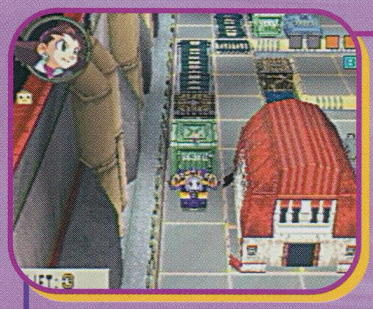


Lift 4: Carry the Green Container across the Wooden Crate bridge to the ship.

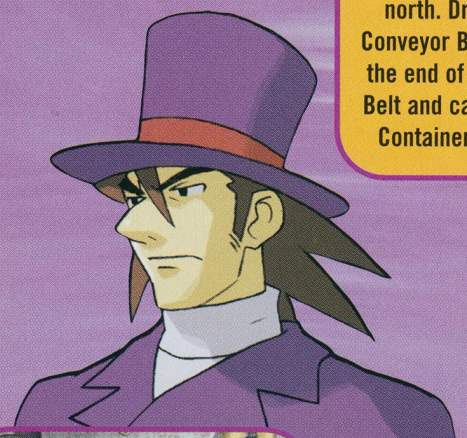
Lift 5: Cross the Wooden Crate bridge, pick up the Metal Crate, and place it in the ocean to the east.

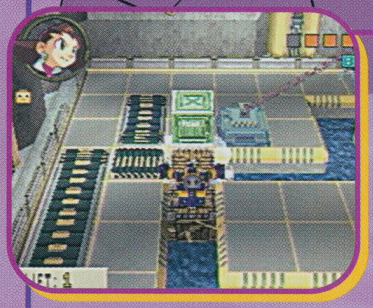
Lift 6: Use the first Crane to the north to lift the Metal Crate to the west and drop it in the ocean to the south. Now roll south to the front of the red-and-white building, pick up the Green Container in front of the Crane, and carry it to the ship.

Lift 7: Pick up the Wooden Crate next to the first Crane and carry it to the north. Drop it in the water next to the Green Container.



Lift 8: Use the Crane to pick up the Green Container to the south and drop it to the west onto the Conveyor Belt. Then pick up the Wooden Crate to the north. Drop it on the Conveyor Belt also. Go to the end of the Conveyor Belt and carry the Green Container to the ship.





Lift 9: Pick up the Wooden Crate at the end of the Conveyor Belt and carry it to the Wooden Crate in the water to the north. Drop this Wooden Crate north of the first to create a bridge.

Lift 10: Finally, pick up the last Green Container. Step onto the Conveyor Belt and let it carry you south, then roll to the ship.

Post-Level Meeting

With 12 Green Pearl Containers and 3 Pink Gold Containers, you'll be bringing home the bacon to the tune of 525,000 Zenny. You'll also see the Brains ratings go up on the Servbot you brought.

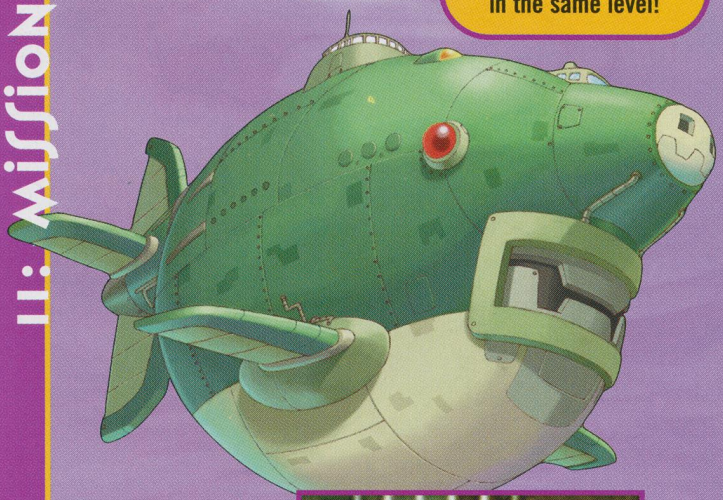
The Misadventures of
Tron Bonne

Level 3

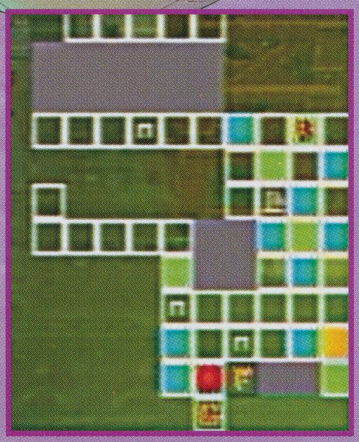
Goal: 800,000 Zenny. Collect all four Green Cow Containers and the Pink Goat Container in each round. Once again, the number of lifts allowed varies from round to round.

Recommended Servbots: Any Servbot whose Brains rating is not yet maxed out.

The last three rounds of this Mission combine almost every Container puzzle element so far. You'll be using Forklifts, Cranes, and Conveyor Belts… sometimes all in the same level!



Round 7



Lift 1: Pick up the Wooden Crate across from the first Green Container and drop it into the only empty square on the side of the red-and-white building. Next, shoot the Forklift with a Beacon Bomb to get the Servbot in the driver's seat, then roll into the square north of the first Green Container. Face the Green Container and shoot it with a Beacon Bomb to have the Servbot bring it to the ship.

Lift 2: Use the Crane to lift the Wooden Crate in the south and drop it into the water in the west. Then, pick up the northwest Metal Crate and set it in the square between the water and the Crane.

Lift 3: Step out onto the Wooden Crate in the water and lift the Metal Crate backward into the water to create a bridge.

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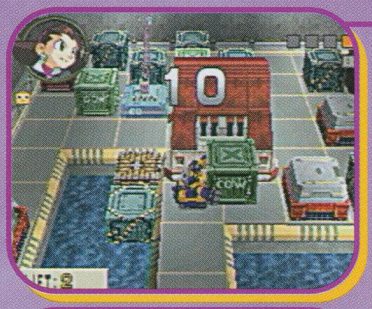
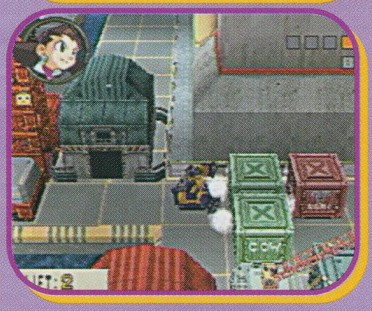
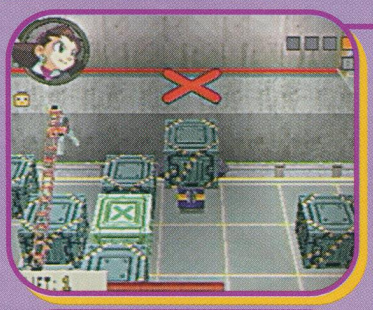
Round 8

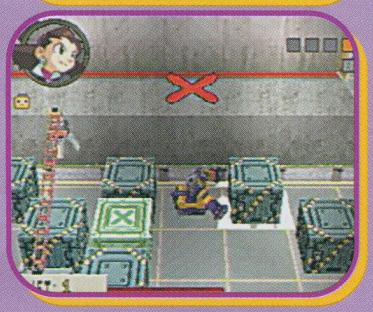




Lift 4: Use the bridge to pick up the Green Container behind the red-and-white building. Carry it to and set it down in the square between the Green and Pink Containers.

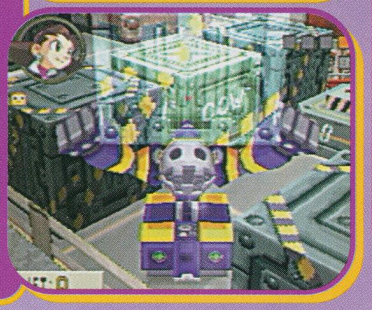
Lift 1: Start this round by picking up the first Green Container and putting it in the ship.





Lift 5: Now jump over to the Metal Crate sitting in front of the Green Container closest to the ship. Stand against the stone wall, pick up the Metal Crate, and set it down in the empty space against the wall next to you.

Lift 2: Use the eastern Crane to lift the Wooden Crate to the north and drop it in the water to the west. Then use the Crane in the west to pick up the Wooden Crate in the north and drop it to the east in the water. Stand in the empty square behind the eastern Crane, pick up the Metal Crate, and drop it in the water to form a bridge.



Lift 6: Stand in the empty square against the wall behind the Crane. Pick up the Metal Crate between you and the Crane. With the Metal Crate over your head, shoot a Beacon Bomb at the Green Container closest to the ship. When the path is clear, shoot another Beacon Bomb at the Pink Container. When the Pink Container has been stowed on the ship, and with the Metal Crate still over your head, have the Servbot use the Forklift to transport the last two Green Containers to the ship.

Lift 3: Now pick up the Wooden Crate next to the Pink Container, roll across the bridge, and set it in the water between the other two Wooden Crates.

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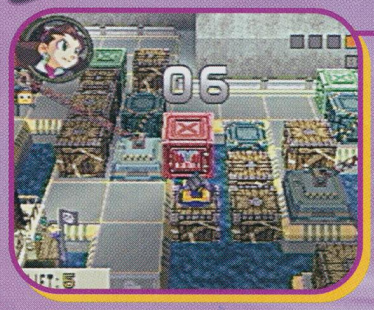
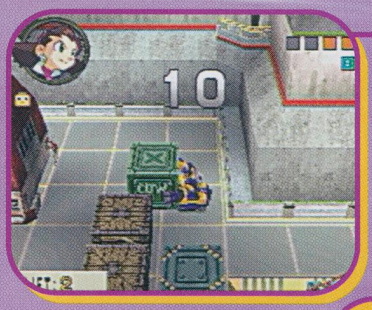
The Misadventures of
Tron Bonne



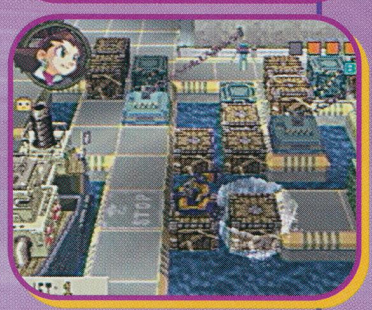
Lifts 4 and 5: You now have a perfect path to carry the Pink and Green Containers in the northeast straight to the ship.

Lift 6: Pick up the Wooden Crate east of the northwestern Green Container and drop it in the water next to the ship's square.

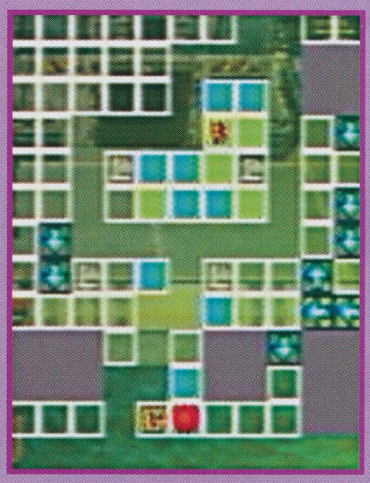


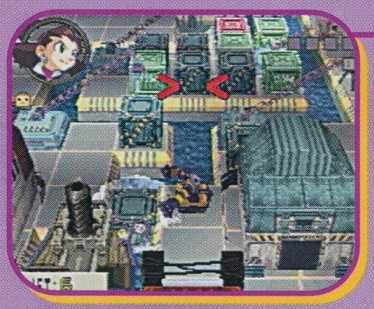
Lift 7: Carry the northwestern Green Container to the ship.

Lift 8: Use the eastern Crane to pick up the Wooden Crate to the south and drop it to the north. Then, get the Wooden Crate from behind the western Crane and drop it in the water next to the single Wooden Crate, completing the bridge to the last Green Container. Carry the last Green Container to the ship.



Round 9





Lift 1: Pick up the first Metal Crate and put it in the water to the west to make a bridge.

Lift 2: Use the western Crane to pick up the Metal Crate to the east and drop it in the water to the north. Then use the south-eastern Crane to pick up a Metal Crate to the north and drop it on the square in the west.

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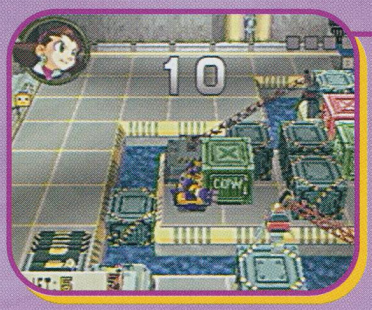
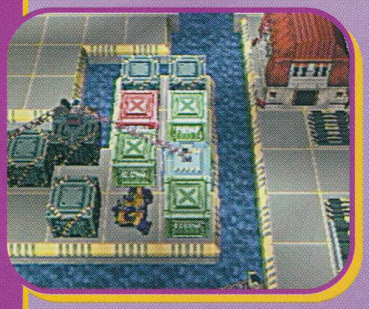


Lift 3: Cross the Metal Crate bridge next to the Conveyor Belt and pick up the Green Container. Using the Conveyor Belt, carry it to the ship in exactly 10 steps.



Lift 4: Use the northeastern Crane to lift the Metal Crate in the west and drop it in the water to the south. Then use the Crane to lift the Metal Crate in the north and drop it to the east. Use your new bridge to the south to carry the first and second Green Containers to the south and over the Conveyor Belts to the ship.

Lift 5: On the east bank, stand to the north of the Metal Crate, pick it up, and drop it to the west in the water.

Lifts 6 and 7: Pick up the Green Container and step across the Metal Crate bridge to the east. Take two steps to the right onto the Conveyor Belt, another step south onto the next Conveyor Belt, and then south one more time to the last Conveyor Belt. From the end of these moving walkways, it's only five steps to the ship. Repeat this procedure to bring the last Green Container to the ship.

Post-Level Meeting

With 12 Green Cattle Containers and 3 Pink Goat Containers, the grand total for the last Containers level is a whopping 1,020,000 Zenny. You'll also see the Brains ratings go up on the Servbots you brought.

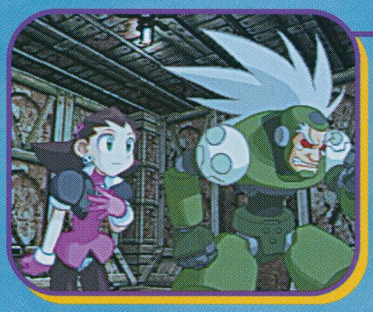
The Misadventures of

Tron Bonne

Paying Loathe Back

When you've accumulated at least 2 Million Zenny, your best Servbots are maxed out and pumped up, and you've chosen a Head Servbot with the Redhead Parts, you're ready for the final battle with Loathe. Save your game, because there's no turning back once you go to Loathe's!

Loathe and Glyde pat themselves on the back for capturing both you and Teisel. Their plan to take over the world is right on schedule.

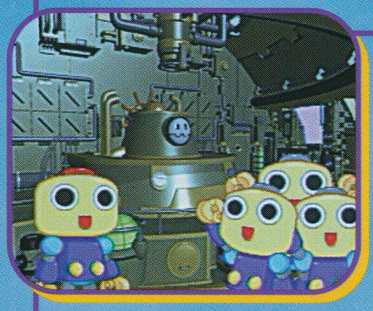


It takes a few minutes before Teisel realizes you're in the dungeon with him. But when he does, he's sure that he's been rescued! Break it to him gently that you've been captured too.

That despicable Loathe is claiming now that you owe interest on your interest! What a crock! It's obvious that it wouldn't matter *how* much money you brought with you—Loathe has other plans.

Now that you're both together, Teisel can tell you about his plan to break out. The story he tells is of the Sleeping Colossus. It's more than an old Digger's tale, it's for real! And not only does Loathe have it, he's been shanghaiing Diggers and making them work for him so he can get the Refractor to power the Colossus. Teisel thinks Loathe already has the Refractor, and you think Colossus is probably a Reaverbot.

Once again, Glyde steps into the picture to haul you off somewhere to "work off your debt."



But now that you're together again, it's time to contact the Servbots on the *Gesellschaft* and launch Operation 0024: Rescue the Bonne Family! It's up to your Head Servbot now!

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Choosing Your Teammates

As the Head Servbot, it's up to you to decide what weapons you'll use and who to take with you to save Miss Tron, Master Teisel, and Master Bon Bonne.

Because you get to be the Sniper, pick out six teammates. Choose the fastest and strongest Servbots with the best Attack skills, such as Bazooka, Grenade, Rapid, and Sniper. The recommended Servbots are: #1, #3, #11, #12, #22, and #25. As for the best weapon, the Bonne Bazooka is an excellent choice for this rescue mission.

Mission Start

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The Misadventures of
TRON BONNE

1. Follow the hallway north and east until you reach one of Loathe's goons in a small bulldozer. Either have your teammates attack or use the Gustaff to blow it to bits.

2. Just around the corner are two Birdbots in the Chicken Robot suits. Give them what for!

3. Destroy the next little bulldozer at the end of the hall.

4. Don't bother checking out the guarded door straight ahead. The room is empty. You pass several more empty rooms on your way to Miss Tron and Master Teisel.

5. Once you pass through the tunnel and into the next part of Loathe's dungeon, turn the corner and set your teammates on the next two Birdbots driving small bulldozers. Finally, follow the hallway north and all the way east to Tron and Teisel's room!

Miss Tron is very happy to see you!

Before Miss Tron can thank you anymore, Teisel yells "All right already, let's get outta' here!" Tron adds that it's time to get even with Loathe by taking all the stuff he took. Right on!

Get ready to blast the two Birdbots around the east corner. Once you're past them, defeat the Birdbot driving the small bulldozer. The door around the corner is your ticket out of here!

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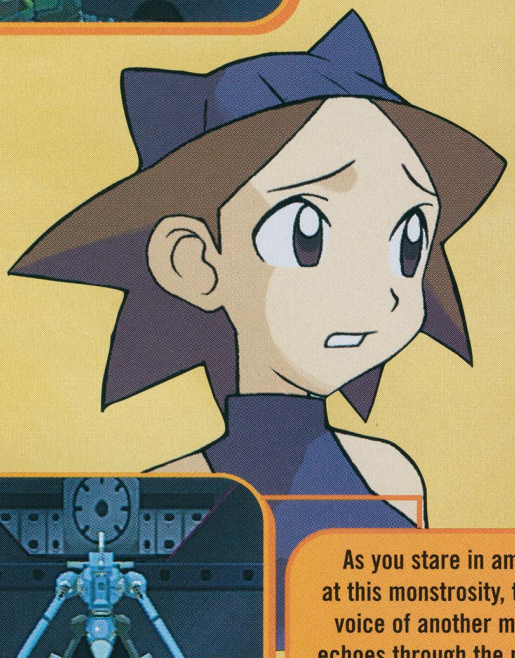
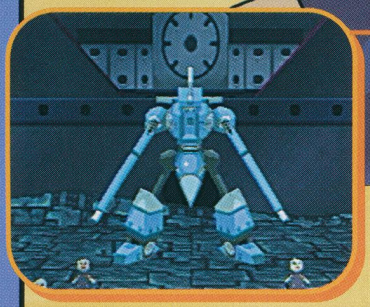
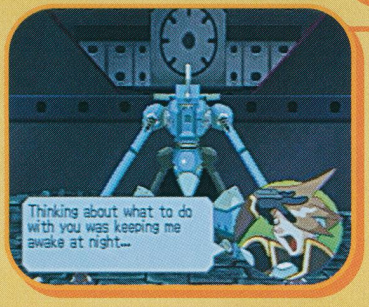
Getting Even with Loathe

Wow! Is that Colossus? It is! It's the world's largest Reaverbot!





As you stare in amazement at this monstrosity, the familiar voice of another monstrosity echoes through the place. Glyde and his Birdbot cronies land on top of Colossus to smarmily congratulate you on escaping as one big happy family.

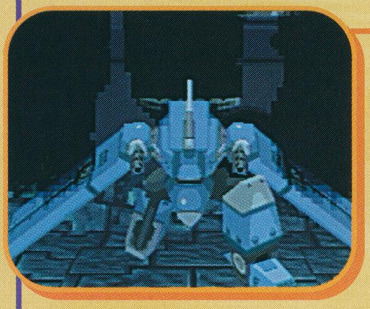


While Glyde continues to taunt you, you get the distinct feeling you're being stalled for some reason.

But you and Teisel aren't afraid of Glyde—or Loathe—and give him an earful!

Battle with Glyde

This fight with Glyde should go very quickly. It doesn't really matter what his attacks are, because as long as you keep shooting him with the Bonne Bazooka and Beacon Bombs, Glyde isn't in the fight for very long.

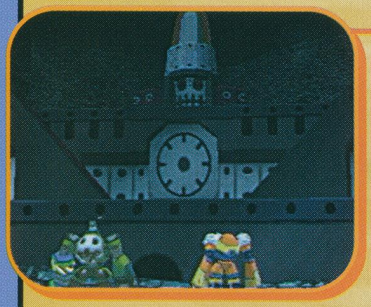


There isn't much left of Glyde's spectacular Robo-suit by the time the Bonnes are done with him.

The Misadventures of
TRON BONNE

Glyde isn't through yet though. He's going to show you his "Ultimate Glyde Transformation." But just as he's about to change, there's a flash of yellow from above followed by a big explosion! Bon Bonne! Before Glyde could do anything, Bon Bonne got the jump on him!

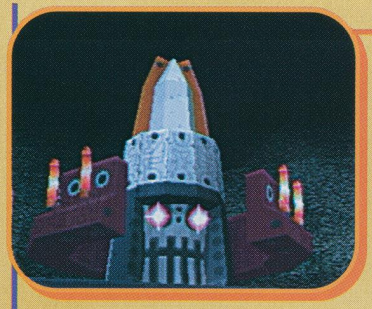
Colossus Awakens



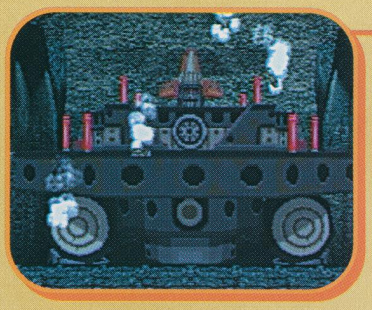
Teisel sends the triumphant Bon Bonne back to the *Gesellschaft* to clean up.

And not a moment after Bon Bonne has left, Colossus is activated! It's alive!

Lex is thrilled that Glyde was able to stall the Bonne family long enough for him to power up Colossus.

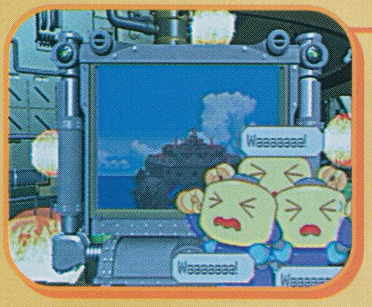


With the push of a button, Colossus is ready to take on anything!

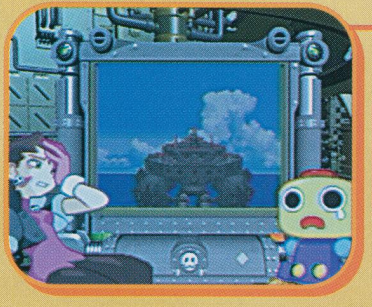


And now it's up to you to stop it and Lex from conquering the world....

You and Teisel make it up to the *Gesellschaft* just in time! You'll have to battle Colossus from up here. Fire all missiles!



Colossus is invulnerable! And it's returning fire!



Teisel fell overboard and you're down for the count. It's up to the Head Servbot now!

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Colossus

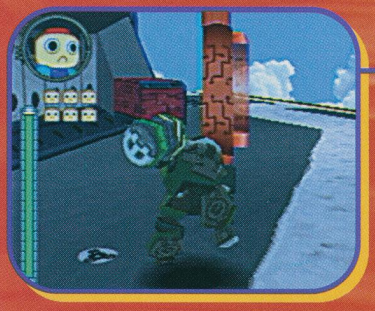
The Head Servbot commands the rest of the crew to pull the *Gesellschaft* up alongside Colossus's head.

Before Colossus can react, the Gustaff and six Servbots drop down onto its shoulders.

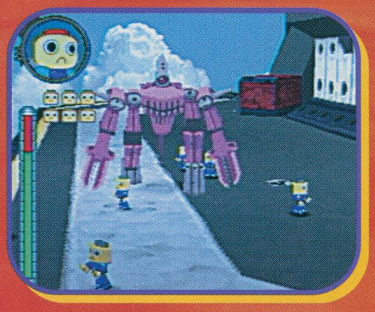
The Servbots are ready to go. Let's do it!

The only vulnerability Colossus has is that it is powered by the many red Energy Pylons on its shoulders and head. Begin the Mission by taking out every Red Energy Pylon on Colossus's shoulders.

Pick up each Pylon and throw it against the wall to smash it.



If you throw one Pylon into another that is still plugged in, you destroy two Pylons at once!



Watch out for the Reaverbot generators on both sides of Colossus's shoulders. These Reaverbots are easily defeated with one or two shots or a few Servbots attacks, but they do try to get in your way as often as possible.

The Misadventures of
TRON BONNE

When Colossus's shoulders are clear of every Red Pylon, walk up one of the red ramps to its head. Be careful! Colossus is shooting giant plasma bursts your way!

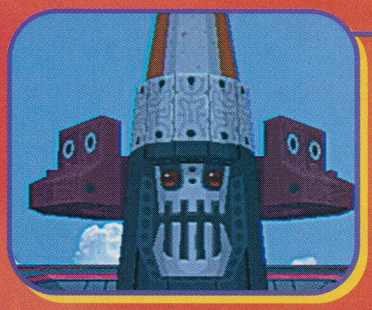
In addition to the plasma bursts, you have to dodge the flying Fuyuu Reaverbots and few more of the walking Reaverbots as you rip out the remaining Pylons.

Don't bother trying to shoot Colossus's head, as there's an invisible shield protecting it.

A few small Red Pylons are on top of Colossus's helmet. Send your fellow Servbots to the top of its head with a Beacon Bomb. Target every last Red Pylon!

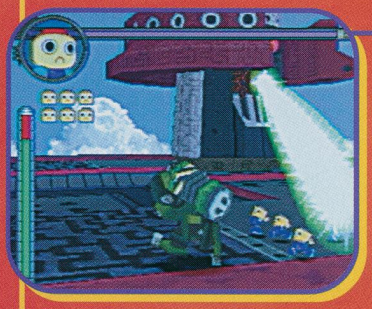
tip

If you're having a problem finding the time to aim the Beacon Bomb at Colossus's helmet, stop running around the head for a moment. When the head stops rotating and gets a fix on you, take a step forward out of the line of fire and shoot the Beacon Bomb at your target!



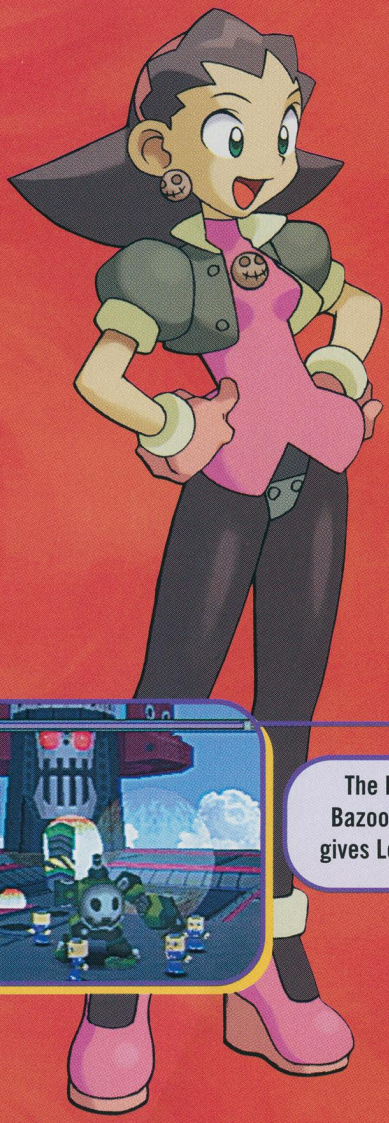
Colossus stopped moving!

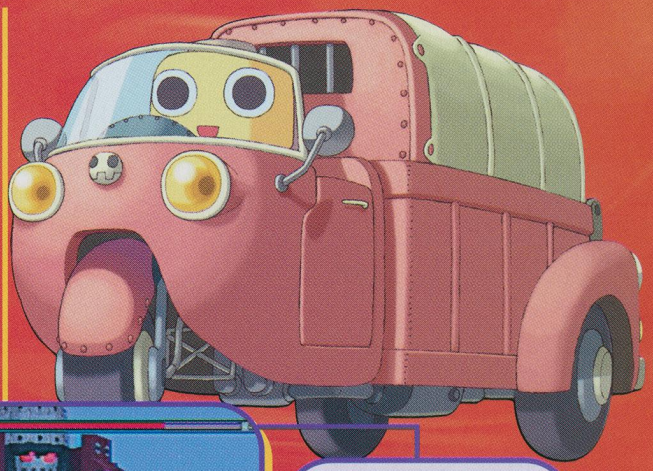
Colossus's Head



Even though the shield is down and Colossus is off, Lex Loathe is still able to pilot Colossus's head! Watch out for the plasma blast he immediately fires.

Send the Servbots over to give Lex a little taste of his own medicine!

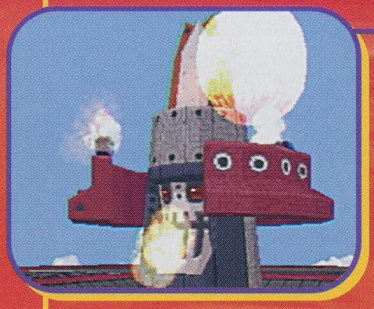




This attack is easy to avoid if you stand still and step to either the right or left to avoid individual shots.

When Colossus's energy meter is down to almost nothing, a new attack begins. Colossus targets the spot you're standing in and sends up rings of flame under your feet! Keep on the move to avoid getting burned.

The Bonne Bazooka also gives Lex a jolt.



When Colossus's energy meter is depleted, you are victorious! The world is saved! Good job!

Look out for when the Head pounds the ground. You don't want to get caught under that!

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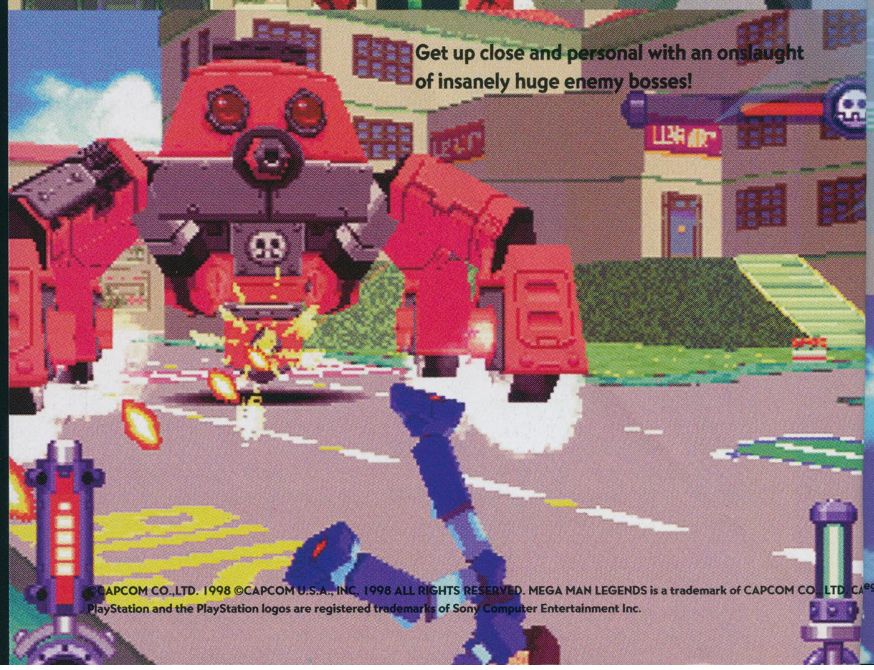

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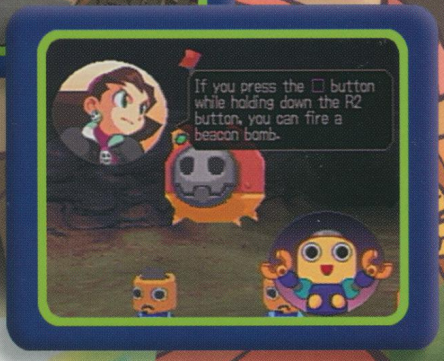

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